The Ultimate Guide to

G.I. JOE®

1982-1994

2ND EDITION

Mark Bellomo

Identification & Price Guide

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FOREWORD

This is, basically, a book about the factors that determine the degree of immersion in a fantasy.

Huh?

You thought you had purchased a book about a toy line? Well, that too, but herein, Mr. Bellomo addresses the core of what makes the fantasy work. This would seem to be a very simple thing, but I have personally seen blank looks on the faces of executives with MBA's when I have tried to explain the basics of it.

In this, the 2nd Edition to The Ultimate Guide to G.I. Joe 1982-1994, the author delves deeply into suspension of disbelief, so I shall not belabor. What I have attempted vainly to impress upon the unnamed nabobs of industry is the importance of the totality of interconnecting internal agreements that comprise the solid base upon which even the most absurd fantasies stand upon. In other words: "It's all gotta jibe, dude." This is why it is possible for people to have perfectly understandable conversations in Elvish and Klingon. (Fluency in neither being crucial to the otherwise deep immersion in the fantasies those tongues support.)

What I don't understand about modern corporate structures—where you have product managers and promotional departments and sales heads and development honchos and marketing wizards and heads of lines, etc., ad nauseam—is that if the product they are selling is basically an intellectual property, and a fantasy intellectual property at that, why isn't there somebody whose job it is to look after the fantasy? Hmmm?

Mark Bellomo understands that the intellectual property of a toy is not a widget. It's not a product bobbing down a conveyer belt where bored drones paint on eyes and insert o-rings. It's the little bit of information that triggers the internal fantasy machine to fill in the holes, gloss over the mold lines, forgive the compromises for the realities of manufacturing—and creates that wholly personal "state of play" wherein universes are born.

Larry Hama

ACKNOWLEDGMENTS

In this, the second edition of *The Ultimate Guide to G.I. Joe*, I've tried to appease the many passionate G.I. Joe collectors who have e-mailed or posted or telephoned me or flagged me down at conventions with comments on how to better the original 2004 edition of the book. To that end, Krause provided me with a professional photographer to re-shoot all of the included vehicle and playset photos, and furthermore, I've added a LOT of extra text: mostly reflections and textual notes based upon comments made to me by Larry Hama—the brilliant writer who drafted both the action figures' Combat Command File Cards and the original 155-issue Marvel Comics *G.I. Joe* run. This poor, unfortunate, badgered, and beleaguered man provided me with dozens upon dozens of detailed explanations regarding the missives and prototype communiqués that traveled between his desk and Hasbro, Inc. We should all feel very, very bad for Mr. Hama, as there was a lengthy period of time during the book's construction process where I pestered him three or four times a day. Mr. Hama deserves all of our thanks for his brilliance, passion, patience (God knows…), and the careful attention with which he contributed to this book: the man truly does care about G.I. Joe collectors.

Along with Mr. Hama, there are a number of people lurking behind the scenes (often nodding politely to my ridiculous suggestions) who—without their help—this second edition could not have been possible: my mom and dad—who allowed me to be myself when I was growing up, even when others didn't always approve, book editor Sharon Thatcher—for her diligence in the face of my consummate idiocy, acquisitions editor Paul Kennedy—for his continued faith in my projects, Kris Kandler—for her photographic prowess (I *will* work with her again), Chad Hucal—for his dedication to the hobby and eagle-eye for composition, Adam Romano—for his friendship and camaraderie (get that vintage video game book pitch to Krause!), Ingrid Kratt—for not shooting me in the face when I droned on and on (and on) about military nomenclature in our office, Dr. H.R. Stoneback—for showing me the difference between work, dedication, and precision, to Yojoe.com—for their continued support and encouragement, and to those high-end collectors out there who sold me items that they probably shouldn't have—at five minutes to midnight (Chris Neal: didn't use your pic of the dark-green bazooka—am saving it for the 3rd edition with the rest of the J.C. Penney's notes… don't beat me up), to Corey Stinson at smalljoes.com for providing me with all of the excellent translucent battle stands I used to display and pose the figures for the chapter openers.

Most importantly, thanks to the love of my life: Jessica Rivers-Bellomo. I adore you. Your support of me in the throes of my obsession allows me to continue on, even during those long, grueling twenty-seven hour work days. Every January 1st marks another good year in the sun; one more calendar year where my beloved wife doesn't simply throw all my comics and collectibles into a huge pile on our lawn and set the crap on fire with a tiki torch. Burning plastic smells just awful. And she knows the flames would freak out our cat.

Mark W. Bellomo

INTRODUCTION

More than four years have passed since the publication of the 1st edition of ***The Ultimate Guide to G.I. Joe***, and I hope that the changes made in this 2nd edition will fully satiate the hundreds of you who have approached me with the following criticism: "Mark, your vehicle pictures could be so much better." Your complaints have been heard, and so we threw out the vehicle pictures that I photographed myself, and professionally re-shot every vehicle and playset picture in this 2nd edition.

For those of you who are picking up this book for the very first time, welcome – and I hope that this guide will serve as a pleasant trip down memory lane! Within the pages of ***The Ultimate Guide to G.I. Joe***, you'll find every domestic 3 ¾" G.I. Joe toy (accessory, action figure, playset, and vehicle) produced by Hasbro from 1982-1994 – the entire "vintage" run of the lauded Hasbro line. I suppose I should mention in passing that each and every piece included in this book – and every book I'll ever write – comes from my own personal collection. Nothing has been begged or borrowed, for I feel that you have to actually play with a toy in order to write about it in an educated manner.

For you investment-minded collectors, remember that the prices contained within this book are a guide (especially the MISB [Mint in (factory-) Sealed Box] samples) to what the items are worth on the secondary market. Since market values will fluctuate on a weekly basis, many prices become defunct quite quickly.

It is important to note that while researching these toys (and at the advice of Mr. Larry Hama [the "Godfather of G.I. Joe"]), I reviewed and referenced the following sources: *WOLRD GUNS: Modern Firearms & Ammunition* (Encyclopedia of Firearms and Ammunition of the XX and XXI centuries [http://world.guns.ru/]), *Combat Skills of the Fighting Soldier, US Army Field Manual (FM 21-75)*, *The Rifle Squads: Mechanized and Light Infantry, TC 7-1* (available from the U.S. Army's Adjutant General Publications Center), *Long Range Patrol Operations* by James W. England (Paladin Press, 1987), and the seventeen-volume set of *The U.S. Department of Defense's Dictionary of Military and Associated Terms.*

As a final note, I would be remiss if I did not mention that the manuscript to this book was originally 250,000+ words, and so we cut the word count down to less than 1/3 of that amount. The text that was excised contained military information (countless notes on the real-world military influence upon G.I. Joe vehicles, weapons systems, pistols, submachine guns, and rifles) and unreleased anecdotes and allusions provided by Larry Hama regarding the action figures' Combat Command File Cards (those biographies printed on the backs of toy packages) and communiqués between Mr. Hama and Hasbro during the 1980's. You see, we were trying to produce the best possible TOY GUIDE, full of excellent pictures to reach both the casual fan and the die-hard collector – not a concordance of ancillary notes that most people simply wouldn't read. But never fear, those reams and reams of pages will eventually be printed in one form or another. Perhaps via a proper comic book character index? Who knows?

HOW TO USE THIS BOOK

This book is an identification and price guide to the 3-3/4" G.I. Joe figures, vehicles, and accessories produced from 1982 through 1994. As a guide, the prices are suggested values reflecting the current market trends in the hobby. Although derived from the author's expertise and experience with the hobby, the prices contained herein are only a guide.

The book is organized chronologically by year. Within a given year, G.I. Joe figures are listed first, followed by Cobra figures, then the Vehcicles/Playsets. Each section is in alphabetical order.

1982 GRAND SLAM

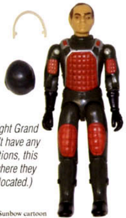
1) → **GRAND SLAM**

2) → *Laser Artillery Soldier (straight-arm)*

3) → ***(Includes: Helmet, Visor)***

4) → *Included with the HAL.*

5) →



8) → *(Althought Grand Slam doesn't have any figure variations, this would be where they would be located.)*

6) → Although he never made it into the Sunbow cartoon show, and his appearances in the Marvel comic were few and far between, Grand Slam was always one of my favorites of the 1982 figures due to the introspection that Mr. Hama's prototype file card provides: "…outwardly soft-spoken and calm. Intelligent enough to have doubts about his own sanity. Was a late bloomer and still exhibits discomfort in social situations. Indulges in escapist fantasy (reads science fiction)." As an introvert, Grand Slam's character spoke to me directly, despite making sporadic (but nonetheless important) appearances in the Joe canon. It has been suggested that Grand Slam is currently training new Joe members in some capacity.

7) → ***NOTE:*** *Be careful to note that the color of Grand Slam's fatigues and helmet are of a dark green, as opposed to the regular olive drab of Breaker, Clutch, and Flash, or the light green of Steeler and Zap. The easiest way to tell the difference is to hold Grand Slam or his helmet up to another figure.*

9) → MLC: **$12**

1) *"Code Name" as it appears on the figure package or file card.*

2) *MOS ("Military Specialty" or "Military Occupational Specialty") as it appears on the figure package or file card.*

3) *"Includes" line contains the figure's accessories as they appear on the original card front, near the bubble.*

4) *States what vehicle or playset the figure was packaged with.*

5) *Photo of figure with equipment.*

6) *A brief biography from the action figure's "Combat Command File Card" (the official Hasbro name for the dossier printed either on the back of the package, or placed inside a boxed accessory). These bios were enhanced using tidbits of information from the Sunbow G.I. Joe cartoon, the Marvel and Devil's Due comic books, and some rare prototype dossiers written by Larry Hama before they were sent to Hasbro. Also contained here are notes on existing variations, along with any miscellaneous notes describing minor unusual features.*

7) *Important variations or notations (optional depending on the action figure).*

8) *Photo of the unusual variation (optional depending on the action figure).*

9) *Values. The goal here was to provide a **conservative** estimate of what you'd expect to receive as a value for the figure, but remember that prices adjust based on supply and demand between individual buyers and sellers.*

1982 MOBAT

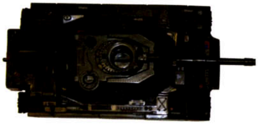
1) → **MOBAT**

2) → *(Motorized Battle Tank/Super Duty Battle Tank/ Multi-Ordnance Battle Tank)*

Modern Army Action Tank—The G.I. Joe Mobile Strike Force Tank

3) → ***(Includes: Steeler figure)***

4) →

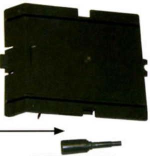


5) → Growing up in the 1980s, almost every kid I knew had a MOBAT. The MOBAT wa the main battle tank for the Joes in 1982, and the tank served them well. Although non of the sculpted hatch covers on the MOBAT flip up, the vehicle had plenty of actio for kids. With an extendable 130mm main cannon, and a .50 caliber machine gun fo Steeler to man while sitting in the command turret, this tank had it all!

Easily lost/removable pieces: The .50 caliber machine gun tip is difficult to find attached to the command turret of the tank. Check to see if the battery cover is on the bottom of the MOBAT.

6) → ***NOTE:*** *There are two different tread variations for the MOBAT—solid tank treads or notched tank treads. Neither of these variants is more rare or more valuable than the other.*

Collector's note: *remember to always remove batteries from Joe figures and vehicles when not using them, or they might corrode and ruin the toy.*



The MOBAT's easily lost pieces.

7) →

8) → MISB: **$200**, MIB: **$150**, MLC: **$15-20**

1) *"Code Name" or acronym (abbreviation) as it appears on the package or blueprints.*

2) *Military function as it appears on the package or blue print.*

3) *If the vehicle or accessory includes a figure in its package, the figure is listed here.*

4) *Photo of vehicle or accessory.*

5) *A brief notation of the vehicle/accessory specs from the official Hasbro packaged blue prints included inside a boxed vehicle or accessory. These specs have been enhanced by using tidbits of information from the Sunbow G.I. Joe cartoon, the Marvel and Devil's Due comic books, and some rare prototype dossier info as written by Larry Hama before they were sent to Hasbro. Also contained here is a list of the most common and most frequently (easily) lost or removable pieces of the vehicle/accessory, and variations if they exist, along with any miscellaneous notes describing minor unusual features.*

6) *Important variations or notations (optional depending on the vehicle or accessory).*

7) *Photo of the vehicle, playset, or accessory's easily lost parts.*

8) *Values. The goal here was to provide a **conservative** estimate of what you'd expect to receive as a value for the vehicle/accessory, but remember that prices adjust based on supply and demand between individual buyers and sellers.*

ABBREVIATIONS

MISB (Mint in Sealed Box)*: This is the most rare condition in which to find a vehicle or accessory—mint condition box, unopened and sealed with factory tape, with all contents sealed in their factory baggies. MISB toys are extremely difficult to find, and command exponentially higher prices than the lower grade, MIB. Toys with sealed boxes that are less than mint condition can still be considered MISB, yet prices should be adjusted accordingly when considering the condition of the sealed box itself (ranked from a beat-up box [C-4; condition --4 out of 10] to a pristine box taken directly from a factory-sealed case of toys [C-10; condition -- 10 out of 10]). Many collectors now use the AFA (Action Figure Authority) as a standard resource to grade MISB or MOC figures. Their grades range from the perfect 100/10.0 (10 out of 10, Gem Mint condition) to lesser desirable grades such as 30/3.0 (3 out of 10, Fair condition). Typically, those vintage G.I. Joe toys graded AFA 90/9.0 or better fetch excellent prices and dollar amounts* ***many*** *times above those of non-graded items.*

MISP (Mint in Sealed Package): *See MISB.*

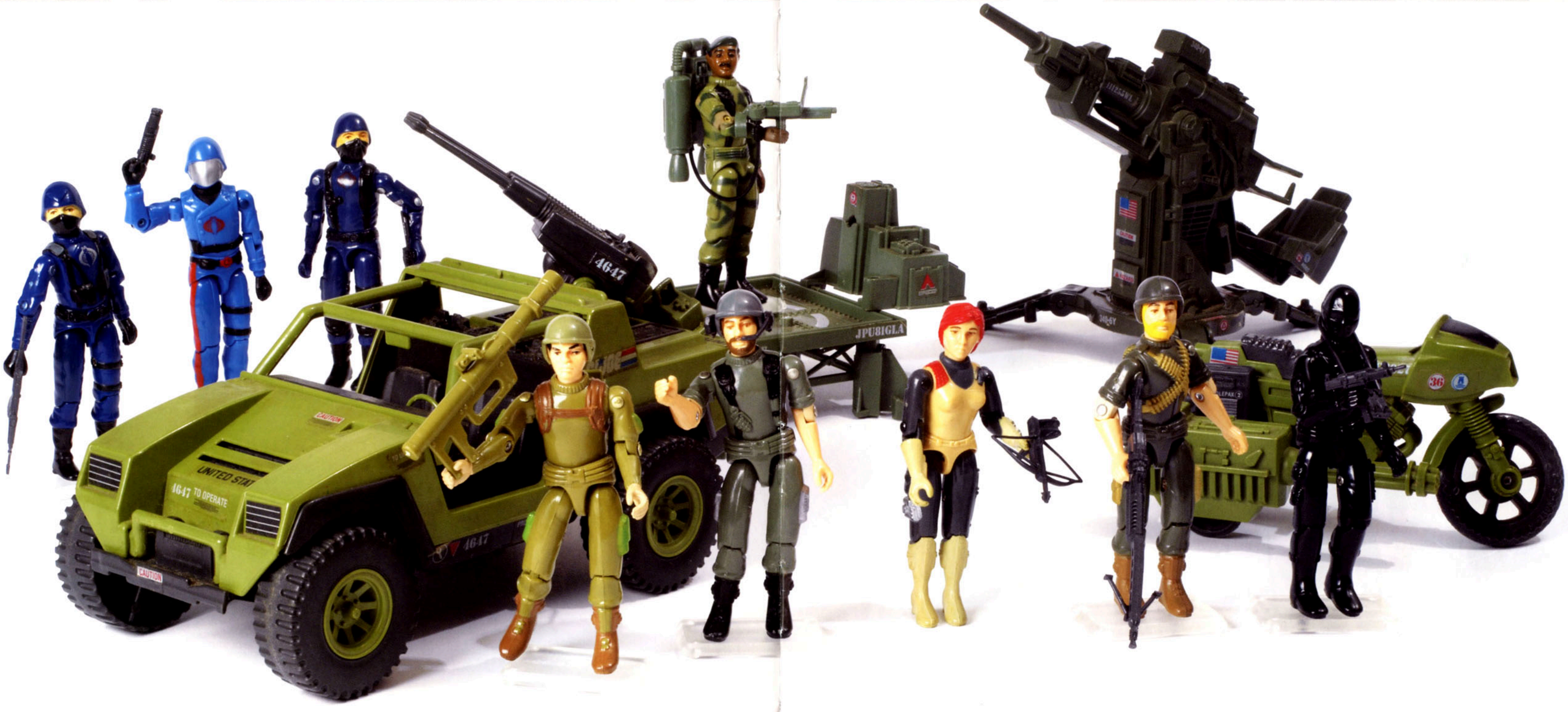
MIB (Mint in Box, Mint and Loose in Box): *This is the price for a mint-condition vehicle or accessory in a mint-condition box that is not factory sealed (box is open and baggies may be opened) but all of the toy's respective accessories and pieces are present and in mint condition.*

MOC (Mint on Card) or MOSC (Mint on Sealed Card)*: This is the price for a figure still sealed on its mint-condition card. (If a card has never been placed on a retail peg, it is considered "unpunched," as its pegboard tab hasn't been punched off the card. These are pretty rare finds, and command premium prices above the MOC value.) If a card is in less than a mint condition (bent, water damaged, dents in the bubble, etc.), it cannot be considered MOC, and prices should be adjusted accordingly.*

MLC (Mint Loose and Complete): *The figure, vehicle, or accessory is in mint condition with no packaging or box and complete with all pieces and equipment. Buyers and sellers must realize that a mint toy is not in MLC condition if it does not come with every one of its respective pieces. Incomplete toys in mint condition and complete toys not in mint condition cannot be considered MLC, and prices should be adjusted accordingly.*

MISBaggie or Mint in Sealed Baggie: *Some mail away exclusives were not packaged on cards or in boxes, but arrived from Hasbro in plastic baggies. See, The Fridge (1986) as an example of a mail away with this designation.*

NOTE: *As this guide does not deal with file cards, blueprints, and other paper work, keep in mind that these items hold some value as well. The more rare the vehicle or accessory is, usually the more rare the blueprint will be. For example, a U.S.S. FLAGG blueprint set is quite valuable (somewhere in the realm of $10-20 depending on the condition), but an LCV Recon Sled blueprint is worth much less (think $.75 to $1.00).*



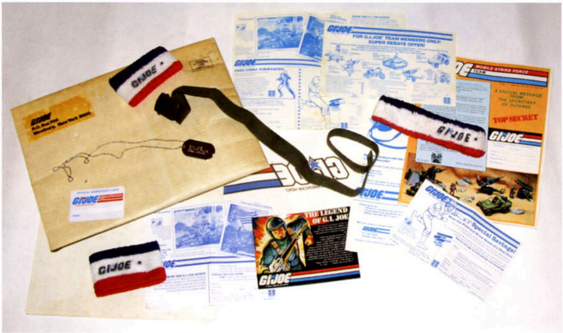
Series I 1982

The inaugural series of Hasbro's revitalized G.I. Joe line burst onto the American popular culture scene with the following pronouncement adorning the frontispiece of the 1982 Legend of G.I. Joe catalog: "The forces of evil are on the rise. The enemy army of COBRA Command (an international, paramilitary terrorist force) want to conquer the world! Only one group of heroic, dedicated, fighting soldiers can stop them. Code name… G.I. Joe!" With this mission statement, the stage was set for an all new generation of G.I. Joe toys. Gone were the days of a 12" generic action soldier representing all five branches of the United States Armed Forces; in his place now stood an extensive group of specialists: the G.I. Joe Team.

Thanks to a two-pronged marketing approach – using beautifully-rendered animated commercials concocted by Marvel Productions/Cadence Publishing, and a well-written (and often subversive) comic book scribed by Larry Hama and illustrated by a talented crop of artists – Hasbro simply couldn't keep G.I. Joe product on retail shelves.

In an online interview with H. Kirk Bozigian (April 30, 2004), Hasbro's Vice President of Boys' Toys spoke about the G.I. Joe Renaissance, commenting upon the conception of the line and its delivery to the consumer. Hasbro had recognized the success of Kenner's Star Wars figures and vehicles, and so the company wanted to "…create a line that could rival it." Although Hasbro didn't have a feature film to promote the G.I. Joe toy line, they relied upon the excellent Marvel Comic book, *G.I. Joe: A Real American Hero*. Bozigian stated: "Plastic was very expensive. Still too expensive to do a 12" [action] figure at a reasonable price… [so] we came up with the idea of re-inventing plastic green army men. That is how the 3.75" line was born." Bozigian elucidated upon the origins of G.I. Joe's rebirth: "Also, it is important to note that the line was never positioned as an action figure line. We looked upon it as an action vehicle line. The figures were accessories for the vehicles. Of course, all of this evolved into an action figure line..." And to this end, Bozigian and other executives made sure that children could obtain every single toy – figure, vehicle, and accessory – from the 1982 line for under $100 at retail.

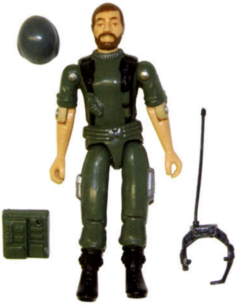
1982 Hasbro product catalog, Larry Hama's prototype dossiers, 1982 Mobile Strike Force Membership Kit, early Team Member Super Rebate Offer, Free Cobra Commander mail-away offer, Headband & Wristband set (plus mail-away coupon), "Stars and Stripes Forever" and "To the Rescue" promotional posters mail-away coupon(s), G.I. Joe Binoculars/ Hat promo mail-away coupon.



BREAKER

Communications Officer (straight-armed)

(Includes: TV-Radio Back Pack, Helmet, Radio Headset)



Breaker functioned as the RTO (Radio Telephone Operator) of the original thirteen-member G.I. Joe team. Although Breaker's file card lists his Army MOS (an acronym for Military Occupational Specialty; a soldier's "job") as *Communications Officer*, Breaker was *not* a commissioned officer: his rank is "E-4," corporal. In the earliest issues of the Marvel comic book, Breaker became famous for toting an M-16 rifle while blowing bubbles from an endless supply of pink bubble gum during military operations.

Between 1982 and 1983 there was a change made to the black base tip of Flash's (1982) XMLR-1A laser rifle and Breaker's radio headset; these tips come in two different sizes dependent upon the year of their release. The tips that attach to the backpacks for the swivel-armed versions (1983) of the headset and the laser rifle are a bit larger than those of the tips of their straight-arm (1982) counterparts. Furthermore, and VERY importantly, the backpacks of five straight-armed G.I. Joe Team members in 1982 (Breaker, Flash, Grunt, Short-Fuze and Zap) differ slightly from their swivel-armed 1983 releases, because: 1) the pegs on the 1982 backpacks are smaller than the pegs of their corresponding character's 1983 backpack pegs; 2) due to the fact that these backpack pegs for 1983 swivel-armed figures were enlarged ever so slightly, the packs have difficulty fitting into the holes on the backs of 1982 figures; and 3) around the base of the backpack pegs of a few 1983 swivel-armed figures are small, disk-shaped circles exactly where the pegs protrude--what some collectors refer to as "back reinforcements."

These three reasons (smaller '82 backpack pegs, enlarged '83 pegs, and the use of back reinforcements in '83) are why a 1982 figure's backpack will either rest loosely in--or immediately fall out of--the hole in a 1983 swivel-armed character's back. The most important implication here is that the molds of the straight-armed 1982 figures' backs are totally different sculpts from their 1983 swivel-armed counterparts.

NOTE: *Some collectors require a truly "straight" cord attached to his radio headset, or the figure is not in mint condition.*

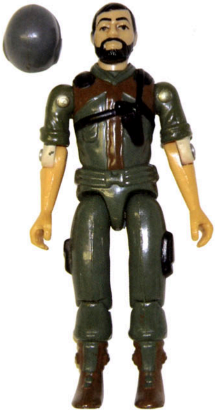
MOC: **$125-145**, MLC: **$12-15**

CLUTCH

VAMP Driver (straight-armed)

(Includes: Helmet)

Included with the VAMP.



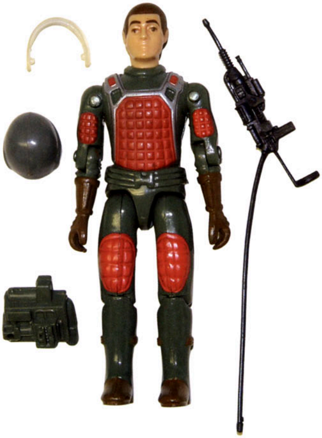
Collectors often chuckle at the comical elements that comprise Clutch's character on his mass-produced file card ("He greases his hair with motor oil, rarely shaves, and chews on the same toothpick for months… [and] still calls women 'chicks'"), if one looks carefully at the VAMP Driver's military training, they'll notice a long list of intensive schooling important for a transportation specialist: Advanced Infantry Training, Covert Ops School, Executive Bodyguard School, and Ranger School. Although a few of these schools are conventions created by Larry Hama to suspend the reader's disbelief (for instance, the army has no existing "Covert Ops School" for instruction in *covert operations*, what the United States Department of Defense defines as "an operation that is so planned and executed as to conceal the identity of and permit plausible denial [denial of blame] by the sponsor"). Larry Hama explained his use of the nebulous "Covert Ops School" on the early G.I. Joe dossiers as follows: "There's no such place as Covert Ops School, or at least by that name. There are various places where all that sneaky stuff's taught, but it's usually given much more acceptable names."

MOC: **N/A**, MLC: **$8-10**

Flash

Laser Rifle Trooper (straight-armed)

(Includes: XMLR-1A [Shoulder-Fired Laser Rifle], Power Pack, Helmet, Visor)



Although there was only one action figure based on Flash in the initial "vintage" run of 3 3/4" G.I. Joe figures (1982-1994), the Laser Rifle Trooper's padded uniform and excellent accessories created high sales from retail shelves. Flash was both the electronics and CBR (Chemical, Biological, and Radiological) expert of the original G.I. Joe team. A CBR specialist is "responsible for operating, maintaining or supervising the use of nuclear, biological and chemical detection and decontamination equipment." (GoArmy.com). Since the original G.I. Joe team was made up of a mere thirteen members, many of these soldiers had dual specialties: Zap was both Bazooka Soldier (well... Missile Specialist) and demolitions man, Grunt acted as Infantry Trooper and artillery coordinator, Rock 'N Roll functioned as Machine Gunner and PT instructor, Stalker was ranger qualified yet was trained as both medic and interpreter. Therefore, the earliest incarnation of the G.I. Joe Team functioned much like the real-world counter-terrorism group Delta Force, but without Delta's restrictions of rank, time-in-service, or Special Forces limitations. As with the Delta Force unit, the members of the G.I. Joe Team are truly exceptional soldiers and may have skill sets in different disciplines. Collectors should note that the Flash figure came equipped with an XMLR-1A laser-rifle, where the "XM" designation stands for "*eXperimental Model*," meaning the weapon was formally adopted by the U.S. Military.

NOTE: *Some collectors require a truly "straight" Flash cord attached to his shoulder-fired laser-rifle, or the figure is not "mint."*

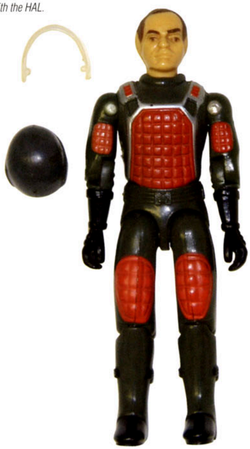
MOC: **$135-180**, MLC: **$12-15**

Grand Slam

Laser Artillery Soldier (straight-armed)

(Includes: Helmet, Visor)

Included with the HAL.



Although his appearances in the G.I. Joe canon are few and far between, the care Larry Hama took to craft Grand Slam's character in both the mass-produced and prototype versions of the soldier's file card potentially could have made him a collector's favorite. This "Laser Artilleryman" was "...outwardly soft-spoken and calm. Intelligent enough to have doubts about his own sanity. Was a late bloomer and still exhibits discomfort in social situations. Indulges in escapist fantasy (reads science fiction)." To truly judge Grand Slam's personality, we might listen to Breaker (in his best Gatlinburg, Tennessee accent) as he comments upon his curious team member in Hama's prototype Peer Personality Profile, "...shoot--'ol Slam, he's a wily one... always got that look in the eye like he's not there, but look out! He's got the whole shootin' match covered. When Grand Slam is layin' down the ol' cover fire [according to the DOD: "Fire used to protect troops when they are within range of enemy small arms"], heck--ain't nobody got nothin' to worry about. You writin' all this down?"

Before becoming proficient with the Heavy Artillery Laser (see HAL, 1982) Sgt. Grand Slam (rank: E-5) served with a conventional 155 mm artillery battery; a military unit so grouped to facilitate better battlefield communication, command, and control to promote the discharge of large projectiles.

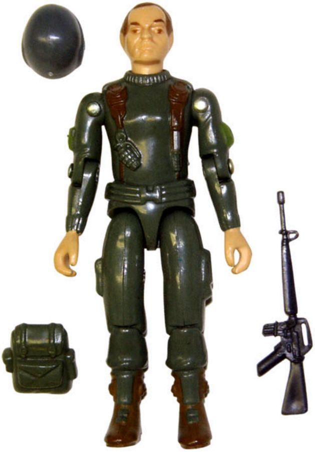
NOTE: *Be careful to note that the color of Grand Slam's fatigues and helmet are of a dark green, as opposed to the regular olive drab of Breaker, Clutch, and Flash, or the light green of Steeler and Zap. The easiest way to tell the difference is to hold Grand Slam or his helmet up to one of the aforementioned figures.*

MOC: **N/A**; MLC: **$10-12**

GRUNT

Infantry Trooper (straight-armed)

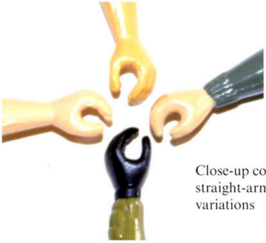
(Includes: M-16 Rifle, Combat Pack, Helmet)



This Infantry Trooper's code name reflects his MOS: "grunt" by military definition is an infantryman or foot soldier. In the original Marvel Comics continuity, Grunt had retired from the G.I. Joe team to receive a degree in engineering from Georgia Tech.

As a final note, a possible new variation of straight-armed figures has recently come to light. If you're a collector who has a slew (ten-plus figures) of straight-armed G.I. Joe Team members, place them on their backs, face up, with their right (or left, if you prefer) arms held out; move their hands together in a circle--then closely examine the thumbs on these hands. Many aficionados have noticed--and rightly so--that there are two different versions of straight-armed figures' thumbs: those hands with thick-fingered thumbs and those with thin-fingered thumbs.

MOC: **$125-145**, MLC: **$8-12**



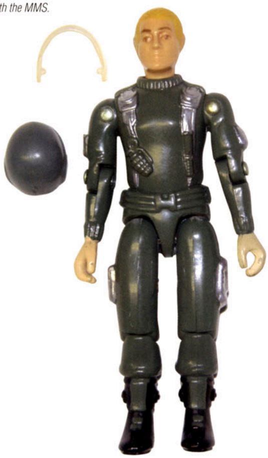
Close-up comparison of straight-armed thumb variations

HAWK

Missile Commander (straight-armed)

(Includes: Helmet, Visor)

Included with the MMS.



Hawk was the very first G.I. Joe character introduced to the reader in the Marvel Comics run and during the team's inception, recruited many of its original members (i.e. Snake Eyes, Stalker). In 1982, Hawk is ranked as a Colonel (O-6), and briefs (and frequently) leads the early G.I. Joe Team's missions. His mass-produced file card states that Hawk graduated from West Point (the United States Military Academy at West Point) at the top of his class, and comes from a wealthy family, yet in spite of his lavish upbringing, "He is keenly intelligent and perceptive and is capable of totally selfless acts in support of his teammates. An excellent leader!"

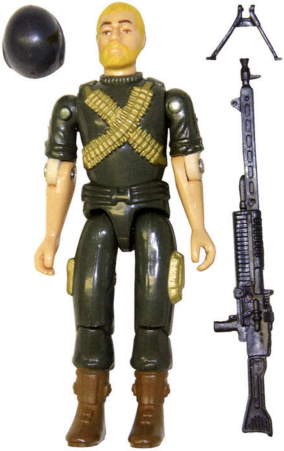
Hawk's military training notes that he served on "[a] Cadre, [for the] North Atlantic Range Command"--a fictional organization that has parallels to the real-world Atlantic Command which played a role during the Cold War (mid-1940s-early-1990's) ensuring that NATO forces would be able to move troops and supplies across the Atlantic without intervention by the Soviet Union. Since Hawk was a "Cadre" member of the fictional North Atlantic Range Command, this means that he was part of a small core of experienced members of the NARC who provided leadership and training to new members. For an explanation of Hawk's involvement with the classified project "USA ENG COM EVR Missile and Radar Training," we should go right to the source and ask Larry Hama what these many acronyms stand for. Mr. Hama replied: "[I] just made that up. There is an ENG COM EUR, but it has nothing to do with missiles… [furthermore], defunct acronyms have a way of embedding themselves into military jargon and not going away…"

MOC: **N/A**; MLC: **$15-20**

ROCK 'N ROLL

Machine Gunner (straight-armed)

(Includes: Heavy Machine Gun with Bipod, Helmet)



Rock 'N Roll (military slang for the full automatic setting on a weapon) was a surfer in Malibu, California and bass guitar player in a rock band prior to his enlistment in the Army, even sporting a beard and a bit of long hair in the Marvel Comics run. While long hair and beards are not standard army regulation, in Special Ops teams, dress code is often inapplicable, allowing members of the G.I. Joe team to change their outfits with impunity. Within the G.I. Joe canon, Rock 'N Roll was often portrayed as his prototype file card states: "...a man of contradictions. Cunning but naïve; obstinate but pliable; forceful but shy; proud but self-deprecating..." Of further curiosity is an odd citation in place of another G.I. Joe team member's Peer Personality Profile on Rock 'N Roll's prototype file card, where it states "...the following is not a transcript of a taped interview as are the other profiles, but was submitted typed on army stationary ([submitted by] Sgt. E-5 John Doe) (Identity Classified) '...He is a fine soldier. A man of honor and integrity who can be counted on to hold the line. If he had any shortcomings I would not tell you nor would I expect him to tell you of mine. Common courtesy precludes my telling you what you can do with these profiles." This note suggests that Rock 'N Roll may have taken offense to being evaluated by a peer, and submitted his very own typewritten anti-evaluation.

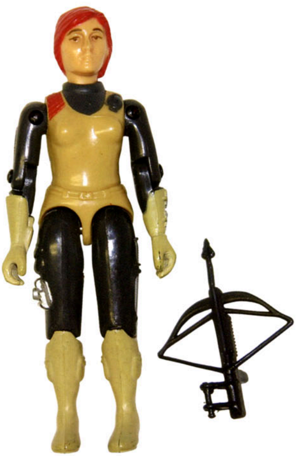
NOTE: *The color of Rock 'N Roll's fatigues and helmet are of a dark green, as opposed to the regular olive drab of Breaker, Clutch, and Flash, or the light green of Steeler and Zap. The easiest way to tell the difference is to hold Rock 'N Roll or his helmet up to one of the aforementioned figures.*

MOC: **$125-150**, MLC: **$12-15**

SCARLETT

Counter Intelligence (straight-armed)

(Includes: XK-1 Power Crossbow)



Scarlett was the first (and only) female member of the 1982 G.I. Joe team, and it appears that she was given a code name late in the biographical process; her prototype file card lists her MOS simply as "Girl." Larry Hama's file card (both mass produced and prototype) intended her to be a serious soldier and lethal warrior. Her 1982 file card states: "...it's remarkable that a person so deadly can still retain a sense of humor." A brief anecdote from Grunt (1982) who provided the Peer Personality Profile on her prototype file card should drive this point home: "...I gotta admit that I was leery as the other guys about having a woman on the team... 'specially one as foxy as her, but after her first mission with us everything was just copacetic. Fifteen feet above the LZ [Landing Zone] she was out the Huey [nickname for the Bell UH-1 Iroquois helicopter] on the jump and off the skid WHAM into the bush pumping cover fire at the bad guys before the team leader hit the tiger grass [a tropical plant with broad, bamboo-like leaves possessing thick stems]. She made her bones [idiom: "earned her way"] the first time out. Confirmed."

Apart from her considerable intellectual abilities, Scarlett's martial prowess extends to a myriad of weapons specialties. When asked about Scarlett's proficiency with the garotte, Larry Hama stated: "I didn't see why a female Joe shouldn't be just as competent and deadly as the males. Improvised garottes became part of the Ranger and Commando training during WWII as a means of silent sentry neutralization. I didn't tone her deadliness down in the comic at all..."

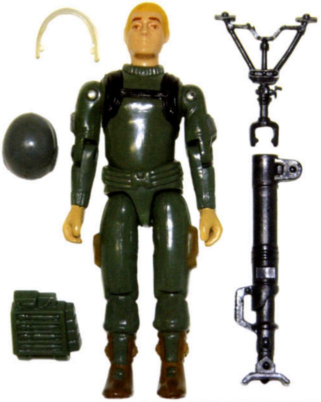
NOTE: *Scarlett's feet have no "holes" in the bottom of them, so she cannot be posed on battle stands or Joe vehicles with pegs.*

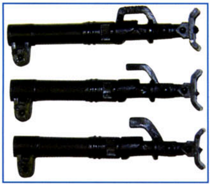
MOC: **$310-400** (depending on card condition), MLC: **$18-25**

SHORT-FUZE

Mortar Soldier (straight-armed)

(Includes: M-1 [81mm Medium Mortar] with Stand, Ammo Pack, Helmet, Visor)





Short-Fuze was the resident "hothead" of the original Joe team, on occasion losing his temper, which begged a comparison of the Mortar Soldier's personality to a shortened fuze: an allegorical name. Short-Fuze's temper and career military background are illustrated by G.I. Joe Team member Flash (1982), transcribed on his comrade's prototype dossier: "...He's O.K. for an Army brat lifer--catch my drift? Can you imagine what it must've been like to have top-sergeants for a father and grandfather? Hardcore. Yeah, he blows his stack a lot but he don't mean anything by it... the whole team knows that and they play along with him and everybody's happy. Entertained, too." Short-Fuze's prowess within his MOS reads off-the-chart, as the Mortar Soldier can "plot artillery azimuths [the lateral deviation of a projectile or bomb] and triangulations in his head." Furthermore, the prototype file card states that Short-Fuze is a "... fastidious dresser who maintains an unusually high level of personal discipline." Hama goes on with a sophisticated assessment of Short-Fuze in a "restricted"-level (!) Psychological Profile: "Has a tendency to explode into verbal abuse involving very imaginative vitriolic [caustic, scathing] content... however, vituperative [harshly abusive] outbursts are merely a smokescreen masking a vulnerable ego."

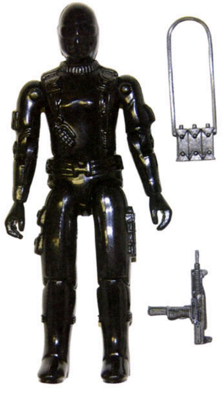
NOTE: *Short-Fuze came equipped with one of three different types of mortars: type 1 (closed, thin handle), type 2 (open, thin-handle), or type three (open, thick handle). Types 1 and 2 were available with the straight-arm version of Short-Fuze, while type 3 is included with the swivel-arm version (1983).*

MOC: **$120-140** (depending on mortar variation), MLC: **$12-15**

SNAKE EYES

Commando (straight-armed)

(Includes: Uzi Gun, Explosives Pack)



Snake Eyes' original prototype was dubbed "Spook" and he donned a hood in the drafts of Marvel's nascent post-G.I. Joe project entitled "Fury Force." Whether Commando, or Covert Mission Specialist, this mute character with a classified file name has become the most popular character in the G. I. Joe canon. Valiant, honorable, silent and deadly, the commando known only by the idiomatic expression "Snake Eyes" ("bad luck" [for the enemy, of course...]) is a man of mystery. Larry Hama has commented upon this code name as follows: "Snake-Eyes was [code-]named before 99% of what he was to become was established." Therefore, code names of G.I. Joe characters were not allegorical *per se*, as "Very few names were knowingly and purposefully allegorical. They may have become so after the fact, in cases of characters growing into their names."

When looking at his 1982 figure, Snake Eyes appears bland, but rumor has it that Hasbro created an all-black plastic molded character (with no paint applications) to save on production costs. Little did they know that with excellent characterization by Larry Hama, and some first-rate renderings by talented artists, Snake Eyes would end up as an enduring pop-culture icon. Larry Hama commented on the real world soldier that the character of Snake Eyes was based upon: "Bob Light is the name I knew him by. I may be wrong on the spelling of his last name and for all I know, Bob or Robert wasn't his real first name. [For instance,] there was a guy I knew [in Vietnam], who I thought was named 'Arell' but later turned out to be named 'R.L.'--It's all in the way I heard it. 'Bob Light' was a door gunner in the Cav. [1st Air Cavalry]. He was a taciturn guy with slicked-back blond hair and always wore a pair of Ray Ban aviator shades. I was talking more about [his similarity to Snake Eyes] how I *visualized* the character rather than personality traits. The actual 'Sgt. Light' was tall and thin and actually looked more like a twenty-one year old version of Snake Eyes."

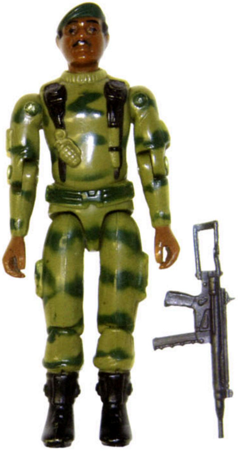
As a soldier, a commando's job is to make quick destructive raids against enemy held areas, and that's what Snake Eyes showcased as early as the premiere issue of the Marvel comic book. His file card states the following regarding his military training: "Has received extensive training in mountaineering, underwater demolitions, jungle, desert and arctic survival, and some form of holistic medicine." After consulting Mr. Hama about this, he claimed that most of Snake Eyes' military training was acquired in the Army during the Vietnam conflict *prior* to his experience with Storm Shadow and his infamous Arashikage ninja clan. Hama stated further that "holistic medicine" refers to esoteric and herbal forms of healing practiced by *ninjas* (mercenary agent martial artists) and *yamabushi* ("those who sleep in the mountain"; Japanese mountain warrior monks who many historians believe are gifted with supernatural powers).

MOC: **$525-800** (depending on card condition), MLC: **$30-35**

STALKER

Ranger (straight-armed)

(Includes: M-32 "Pulverizer" Sub-Machine Gun)



Stalker was the only African-American member of the 1982 G.I. Joe team, and his file card states that he was the "warlord of a large urban street gang" in Detroit, Michigan, prior to his enlistment in the Army. After the gang-related death of his two brothers, Stalker escaped the streets by enlisting. According to the Marvel comic book, part of his army experience was to serve on the same LRRP (Long Range Reconnaissance Patrol) as Snake Eyes and Storm Shadow in Southeast Asia. After his experiences in Southeast Asia, Stalker worked as a sergeant where he was assigned to head a security detail for a mission in Borovia (a fictionalized Eastern European Communist country in Marvel Comics' *G.I. Joe* lore). Based on his experience with Hawk (1982) on that mission, Stalker became the first member recruited to the G.I. Joe team. With an Army Ranger MOS, Stalker functions as an elite light infantry Special Ops trooper. Although Stalker has a lower rank (E-5, Sergeant) than some of the soldiers on the G.I. Joe Team, with his Ranger, linguistic, and intelligence training, he often led many of the Joe Team's early missions. Larry Hama further expounded upon this apparent discrepancy: "Special Ops units do not go by a strict time-in-grade and 'shoulder rank' chain of command. Chain of command may depend on who has the most experience in the specific area of operations or mission." About the character of Stalker, Larry Hama states: "...he was based on a real person, about whom I will say no more..."

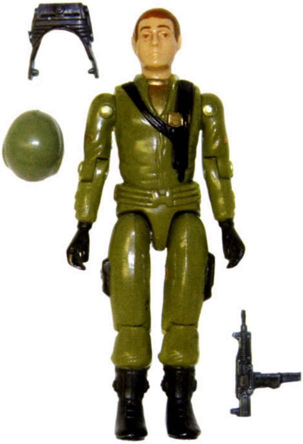
MOC: **$210-300**, MLC: **$14-18**

STEELER

Tank Commander (straight-armed)

(Includes: Helmet, Headset, Uzi Gun)

Included with the MOBAT.



Hailing from Pittsburgh, Pennsylvania, "Steeler" (Ralph W. Pulaski) was an interesting vehicle driver who came equipped with a unique black visor much different from that of Flash, Grand Slam, Hawk or Short-Fuze. The blueprints from Steeler's MOBAT tank suggest that this visor/headset possesses an infra-red lens, a zoom-control knob, a shutter release button, and a motor drive. Steeler's rank is O-1 (2nd Lieutenant) on his mass-produced file card, but in the prototype, his rank is E-5 (sergeant). With the MOS of "Tank *Commander*," it is implied that Steeler is of a high rank, yet even in his position as Tank Commander he has trouble taking orders, as his mass-produced file card testifies: "Young, reckless, often clashes with authority (superior officers), but he's one tough soldier." This insight is a mere summation of the much more detailed Psychological Profile from his prototype file card, which illustrates this character flaw anecdotally (provided by "Maj. A. Milgrom USAMC" [United States Army Materiel Command]): "...[Steeler] is either the most normal, well-adjusted man in the world or the best disguised psychotic. There's something seething beneath the surface... He lies to me all the time fabricating the most outlandish-- say... you don't really want to know about [Lt.] Pulaski... this is all about that time at Fort Leonard Wood [oddly enough, located in *Pulaski* County, Missouri]. Why can't you leave me alone!" Furthermore, in a Peer Personality Profile provided by Hawk (1982), Steeler's "blue-collar middle-class background" stands in juxtaposition to Hawk's privileged formative years: "...and despite our differences in upbringing and education, I must admit that I could almost like the fellow... You know his manners are appalling--stirs his coffee with a soup spoon... appalling..." For another important note on Steeler see his 1983 entry.

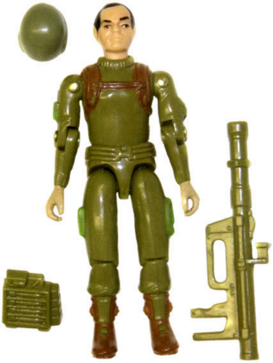
***NOTE:** The color of Steeler's fatigues and helmet are of a light green, as opposed to the regular olive drab of Breaker, Clutch, and Flash, or the dark green of Grand Slam and Rock 'N Roll. The easiest way to tell the difference is to hold Steeler or his helmet up to one of the aforementioned figures. On the straight-armed versions of Steeler, there is **indeed** gold paint on the arms (similar to the swivel-armed version).*

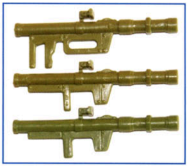
MOC: **N/A**; MLC: **$15-18** (check gold paint around biceps in loose samples)

ZAP

Bazooka Soldier (straight-armed)

(Includes: Bazooka, Ammo Pack, Helmet)





Type-1, two-handled bazooka (top), Type-2, single handed, thin (middle), Type-3, single-handed, thick (bottom).

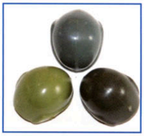
Zap was the first "bazooka-man" of the G.I. Joe team in an age when the term "bazooka" (designated by the military as a "man-portable anti-armor rocket launcher") had been rendered obsolete since its widespread use in WWII and Korea. Regardless of the etymology of the term, the G.I. Joe character Zap was Hispanic in origin (Raphael J. Melendez), and this showed that Mr. Hama and Hasbro were willing to push the envelope when it came to recruitment. Zap's prototype dossier reveals that his primary MOS is not as straightforward as "Bazooka Soldier" delineates, but extends into the field of explosive ordnance (demolitions). Hama explores Zap's personality further in the dossier, stating that Zap is a "… gregarious, fun-loving type. Tendencies towards extreme self-criticism but not overly paranoid. Extremely pragmatic outlook on life characteristic of explosive ordnance personnel [!]." In Eric W. Freistadt's (see Short-Fuze, 1982) "Peer Personality Assessment" of Zap, the Mortar Soldier supplements the file card's evaluation: "He's square--I mean that in the old-fashioned good sense… like, he can look you in the eye and not flinch 'cause he's not pullin' any fast ones on you."

It is important to note that Zap came equipped with one of three different types of bazookas: type 1 (two-handled bazooka), type 2 (single-handled, thin), or type 3 (single-handled, thick), the latter being the most common bazooka found in loose parts lots. Bazooka types 1 and 2 were available with the 1982 straight-arm version of Zap, while type 3 only came with the swivel-arm version (1983). Type 1 is the most rare version of the accessory (sometimes fetching up to $20 itself), and had a limited production run because Hasbro ceased making the accessory because it broke the thumbs off of many straight-armed Zaps.

NOTE: *The color of Zap's backpack, fatigues, and helmet are of a light green, as opposed to the regular olive drab of Breaker, Clutch, and Flash, or the dark green of Grand Slam and Rock 'N Roll. The easiest way to tell the difference is to hold Zap (or his accessories) up to one of the aforementioned figures.*

MOC: **$175-195+** (Type 1 bazooka);
MLC: **$24-30+** (Type 1 bazooka)
MOC: **$130-150** (Type 2 bazooka);
MLC: **$15-20** (Type 2 bazooka)

NOTE: *G.I. Joe helmets came in three different color variations to reflect the color of the Joe uniforms. Since Grand Slam and Rock 'N Roll have dark olive drab colored uniforms, they wear dark olive drab colored helmets. Since Zap and Steeler have light olive drab uniforms, they have light olive drab helmets. Remaining team members (Breaker, Clutch, Flash, Grunt, Hawk, and Short-Fuze) wear medium olive drab colored helmets. Observe the picture to note the difference. As a further note, although all of the 1982 helmets had holes drilled into their sides, not every Joe came with a visor to attach to these helmet holes. Only Flash, Grand Slam, Hawk, and Short-Fuze came with clear visors that attached to their helmets. Steeler came equipped with a black visor/helmet headset. The other helmet-wearing Joes from 1982 (Breaker, Grunt, Rock 'N Roll, and Zap) did not come with visors.*

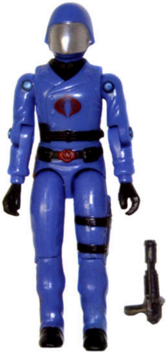


ENEMY LEADER

Cobra Commander (straight-armed)

(Includes: "Venom" Laser Pistol)

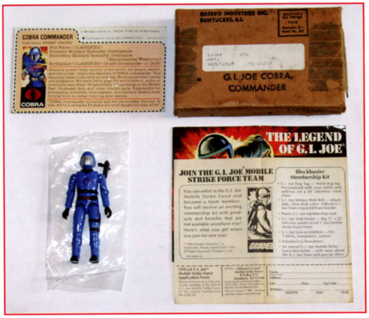
Mail-Away Exclusive



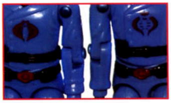
When reviewing this character's mass-produced file card, collectors will note that although Cobra Commander's code name reads "Enemy Leader," it is his MOS that is denoted as "Cobra Commander": most G.I. Joe fans refer to the nefarious sibilant terrorist using the latter appellation. Regarding Cobra Commander's origin, there are two conflicting versions. The Sunbow cartoon (retcon) depicts Cobra Commander as a genius biochemist and citizen of the empire of Cobra-La who was sent out by Golobulus (1987) a few millennia ago to conquer the world for the strange biotechnological empire. In contrast, the Marvel comic book suggests that Cobra Commander was once a used car salesman who, when faced with a heap of insurmountable failure, decided to create his own business venture--a pyramid scheme that eventually became the sinister empire that wrapped its coils around the world like a giant snake; a giant cobra: Cobra Command.

The figure pictured here is Cobra Commander wearing his silver-masked (and explosively armed) battle helmet. For novice collectors, take note that Cobra Commander's "Venom" laser pistol fits securely into his back (for recharging the weapon). Furthermore, Cobra Commander was only available as a mail-away figure in 1982, and was not offered Mint on Card until 1983. The only way to receive this figure in '82 was to send five "Flag Points" (proof-of-purchase seals from the back of G.I. Joe packages) and 50¢ for shipping and handling to Pawtucket, Rhode Island, the headquarters of Hasbro Industries. As a final note, collectors should recognize that there are two versions of the straight-armed mail-away Cobra Commander figure: the earliest straight-armed figures had what collectors refer to as the "Mickey Mouse" Cobra sigil. This Cobra logo is much less sophisticated/detailed in design than the later, corrected, more common highly-detailed release.

Mint in Sealed Mailer Box: **$275-300 ("Mickey Mouse" version)**, Mint in Mailer Box: **$125-140 ("Mickey Mouse" version)**, MLC: **$65-100 ("Mickey Mouse" version)** Mint in Mailer Box: **$60-75 (regular version)**, MLC: **(standard version) $25-35**



Mail-Away Cobra Commander with baggie, mailer box, mailer file card, 1982 Hasbro catalog, G.I. Joe Mobile Strike Force club membership form.

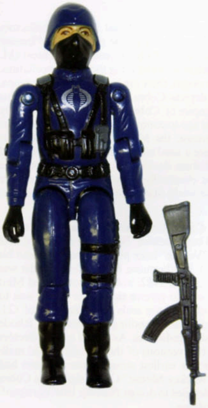


Cobra Commander's Cobra sigil variations, "corrected logo" (left); "Mickey Mouse logo" (right).

THE ENEMY

Cobra Officer (straight-armed)

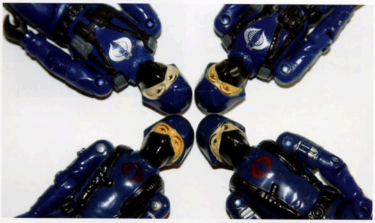
(Includes: AK-47 Assault Rifle)



Cobra Officers were the leaders of various Cobra divisions, possessing a rank of O-4 (Major) or equivalent. Although his code name on the file card states "The Enemy," collectors refer to this figure as "Cobra Officer." According to the file card, Cobra Officers are "front line fighters who lead COBRA attack units into battle." In 1982, this figure was renowned for having one of the most sought-after accessories from the line—an AK-47 assault rifle.

In regard to the Cobra Officer's action figure, collectors should treat the figure's silver Cobra sigil with care, as it rubs off easily. As a final note, all straight-armed versions of The Enemy: Cobra Officer possess red-brown eyes and eyebrows, while all swivel-armed versions (see 1983) have black eyes and eyebrows.

MOC: **$150-200**, MLC: **$18-25**

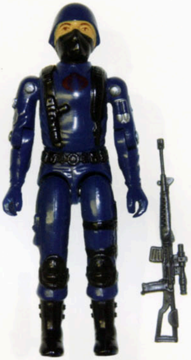


The Enemy (Cobra [Soldier] and Cobra Officer) 1982/1983 eye color variations.

THE ENEMY

Cobra (straight-armed)

(Includes: Dragunov [SVD] Sniper's Rifle)



From his file card, the Cobra (Soldier) is: "One of the nameless, faceless legions of COBRA Command." Although the code name on the file card states a generic MOS of "The Enemy," casual enthusiasts and aficionados alike refer to this figure as "Cobra" or "Cobra Soldier." This character represents the grunts of the Cobra legions—the offal Cobra uses to "conquer the world for their own evil purposes." In regard to a Cobra trooper's military training and weapons qualifications, the following is provided on the mass-produced file card: "Each COBRA is highly skilled in the use of explosives, all NATO and Warsaw Pact small arms [see this book's intro for an explanation], sabotage, and the martial arts. Qualified expert: Skorpion (VZOR61) Machine Pistol; Dragunov (SVD) Sniper's Rifle; Uzi Submachine Gun; M-16."

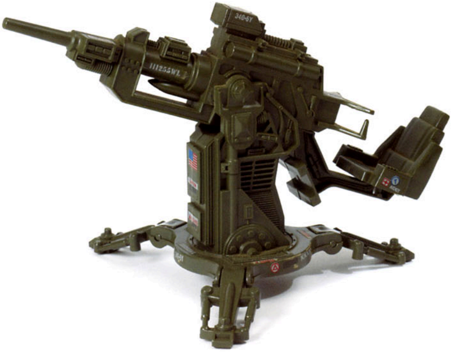
It should be noted that both the Cobra and the Cobra Officer figures came with either red or black painted eyebrows. Earlier, straight-armed versions of the Cobra (Soldier) and Cobra Officer (1982) figures came with red-brown eyes and eyebrows, while later, swivel-armed versions of these characters had their eyes and eyebrows rendered in black. As the 1982 Cobra (Soldier) figure is the very first "army builder" of the Joe line, many children and collectors purchased multiples of this character in order to create a Cobra army.

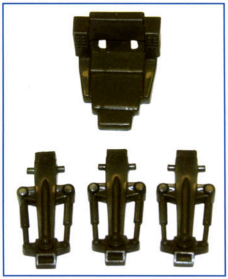
NOTE: *The logo on the Cobra (Soldier's) chest is red in color, not silver like 1983's The Enemy: Viper Pilot. If you find a figure without a logo on his chest, it is most likely a Viper Pilot figure with its silver Cobra sigil rubbed off, as the paint application was weak.*

MOC: **$150-200**, MLC: **$18-25**

FLAK

(Attack Cannon/Field Light Attack Cannon)





Based on the U.S. Army's top-secret weapons systems, the attack cannon FLAK is usually manned by an artillery soldier such as Grand Slam or Zap (artillery = a *mounted* projectile-firing gun or missile launcher [mobile or stationary; light or heavy]), but Stalker is pictured firing the FLAK in the cannon's blueprints (the blueprints included in the sealed retail box for each vehicle/accessory/weapons system are referenced throughout this book). The FLAK is used primarily by the G.I. Joe Team as an anti-aircraft cannon, and its 105mm howitzer is capable of delivering the following ammunition: High Explosive Anti-Tank (HE) rounds, High Explosive Anti-Aircraft rounds, smoke rounds, tracer rounds, and rocket assisted projectiles, while the barrel can fire 20,000 rounds without being replaced. The term "flak" (or "flack") derives from the German word ***Flugabwehrkanone***; an aircraft defense cannon/flyer defense cannon (for more information, regard this WWII-era German 88mm Flak cannon, for which designs of the G.I. Joe Team's FLAK are loosely based).

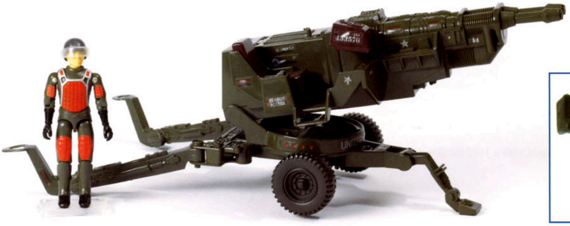
Easily lost/removable pieces for the FLAK include its 3 hydraulic support legs and the command seat. Take care not to force this seat back into the cannon's tabs, as these tabs are fragile.

MISB: **$100**, MIB: **$25-30,** MLC: **$6-8**

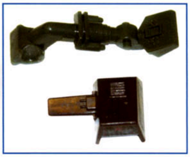
HAL

(Heavy Artillery Laser)

(Includes: Grand Slam figure)



Some of the HAL's easily lost pieces.



The HAL (Heavy Artillery Laser--"with lasers you swivel and elevate") is a massive laser cannon with barrels that have to be replaced after every thirty hours of use, two hydraulic trail legs with tow hooks, and a third hydraulic stabilizer with self-leveling sensors (the "removable leg") that allows the HAL to operate as a stationary artillery weapon. The Heavy Artillery Laser is one of the first G.I. Joe weapons systems that can be towed by a single vehicle (see VAMP, 1982 and MOBAT, 1982), or even by two vehicles--if you so choose.

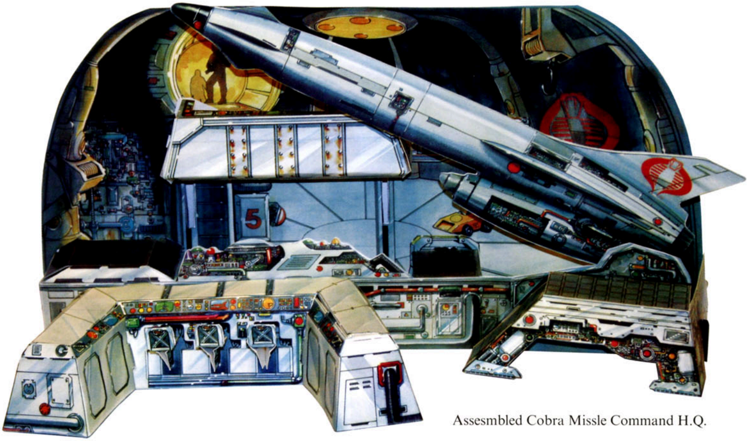
The easily lost/removable pieces for the HAL are the hydraulic stabilizer (small detachable leg) and CRT sighting computer.

MISB: **$675**, MIB: **$45-55,** MLC: **$12-15**

(COBRA) MISSILE COMMAND HEADQUARTERS

Sears Exclusive

(Includes: Enemy Leader, The Enemy [Cobra (Soldier)], The Enemy [Cobra Officer]).



Assesmbled Cobra Missle Command H.Q.

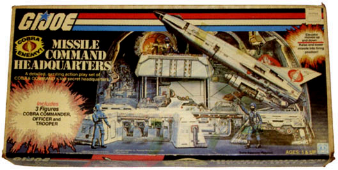
There is a brief description of the Sears (Exclusive) Missile Command Headquarters (hereafter referred to as "SCMCHQ") on the very rare blueprints included with sealed samples of the playset: "This missile command station is a detailed copy of COBRA Command's super secret headquarters. Inside its thick, steel walls is the world's most sophisticated, state-of-the-art missile system, engineered to operate under the most extreme conditions! The cruise missile can be targeted in different directions, and can be approached for repair and maintenance from either the movable elevator or the work platform. Your COBRA Command soldiers can sit in the seats to operate the controls, and at the same time to keep an eye on the guarded tunnel above!"

Although many online collector resources consider that the SCMCHQ (originally retailing for $10.99 in the 1982 Sears *Holiday Wish Book*; $11.99 in the 1983 *Wish Book*) was only sold with a set of three straight-armed figures (The Enemy: Cobra [Soldier], The Enemy: Cobra Officer, and Enemy Leader: Cobra Commander), this exclusive was offered to the public in 1982 *and* 1983. In the G.I. Joe sections of these Sears *Wish Books*, there are images of this chipboard playset on the very same page as both straight-armed AND swivel-armed figures. Therefore, it can be assumed that the SCMCHQ came with either straight-armed (1982) or swivel-armed (1983) action figures. For example, I opened a sealed (MISB) SMCHQ more than ten years ago, and found it to be a 1983 issue, packaged with a 1983 catalog and three *swivel-armed* figures.

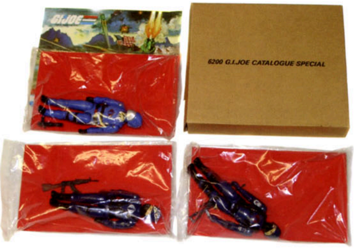
This playset is often considered one of the three "Holy Grails" of the domestic vintage 3-3/4″ line (including the 1987 Defiant and the 1985 U.S.S. Flagg). Made of brittle chipboard, the SCMCHQ is nearly impossible to find in true mint condition. Often missing from loose samples of the SCMCHQ are the three command seats that fit into the playset's control panel, the movable elevator, and the black file card holder. The seven cardboard backdrops/components of this playset ("punched out" from four larger boards) are labeled on the SCMCHQ's instructions as follows: (A) fully detailed Cobra missile base, (B) main missile support systems, (C) movable cruise missile, (D) control panel, (E) seats (3), (F) movable elevator, and (G) work platform.

The easily lost/removable pieces for the SCMCHQ include three chipboard seats, a sealed bag of translucent white plastic parts (three screws + three fasteners), movable chipboard Cruise Missile, and a movable chipboard elevator. All the tabs are fragile, as is the entire play set. As a final note, all the artwork adorning the chipboard elements of the playset was created by Hasbro G.I. Joe lead designer Ronald Rudat.

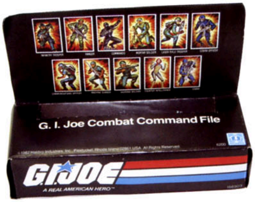
MISB: **$1050-1200+**, MIB: **$575-750;** MLC: **$280-450** (depending on condition of chipboard)


G.I.JOE
COBRA ENEMY
MISSILE COMMAND HEADQUARTERS
Includes 3 Figures COBRA COMMANDER, OFFICER and TROOPER
AGES: 5 & UP

MISB Cobra Missile Command Headquarters


G.I.JOE
6200 G.I.JOE CATALOGUE SPECIAL

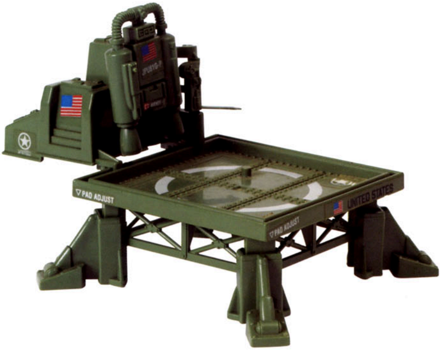
The packaged figures included with the SCMCHQ.

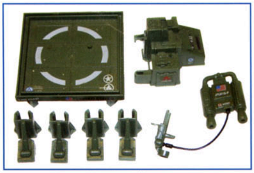

G. I. Joe Combat Command File
G.I.JOE
A REAL AMERICAN HERO

The file card holder assembled.

JUMP

(Jet Mobile Propulsion Unit/Jet Pack/Jet Propulsion Unit)


PAD ADJUST
UNITED STATES
PAD ADJUST



The JUMP's easily removable pieces.

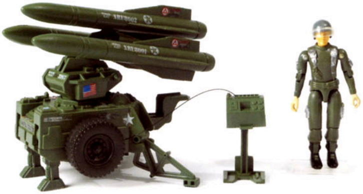
The JUMP Jet Pack was used frequently by Stalker in the Marvel comic book, and proved useful to the Joes in the Sunbow cartoon as well. The JUMP's titanium launch pad and magnesium frame was designed for portability and field durability, and all four hydraulic support legs on the launch pad are adjustable to better level out the JUMP's base over rough terrain. With a two-hour fuel supply, an average speed of 150 mph, and a laser blaster that has a range of 100 yards, the JUMP is a leap in technology not yet arrived at in the real world. The easily lost/removable pieces for the JUMP are the power cord, jet pack, laser blaster, command console (jet pack mount), launch pad (base), and four hydraulic support legs. Collectors should be exceedingly careful when displaying the JUMP, as the laser blaster's (infra-red) sight and barrel are amazingly fragile. The 1982 version of the JUMP jet pack did not come with a figure (see JUMP, 1983), but did come in two different box variations: small and large solid boxes. As a final note, most 1982/83 JUMP jet packs (the unit that attaches to a figure's back) will be found with a few stickers adorning its back, while Starduster's (1987) JUMP did not come with labels.

MISB: **$250** (large box), **$200** (small box), MIB: **$30-32** (large box), MIB: **$25-30** (small box), MLC: **$12-16**

MMS

(Mobile Missile System)

(Includes: Hawk figure)

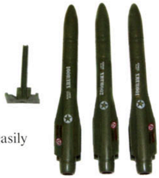


Colonel Hawk's MMS (Mobile Missile System) fires three Patriot missiles approximately thirty miles at a maximum speed of Mach 3 (three times the speed of sound). It should be noted that Hasbro based its designs of the MMS directly on the Raytheon MIM-23A HAWK SAM (surface-to-air) missile system.

The MMS can be towed by the VAMP (1982) or MOBAT (1982) from its tow hook. Like the HAL and FLAK the same year, the MMS has the capability to be a stationary unit. Simply pull down its hydraulic support legs and its hydraulic stabilizer legs, and the MMS is operational. Place Hawk by the portable remote control firing box, and simulate launching the missiles. Be careful not to force the Patriot missiles into the rocket pod (base), as the three prongs of the base are exceedingly fragile.

Easily lost/removable pieces include three Patriot missiles, remote control firing box (usually attached to system by a thin plastic wire), and the firing box's stand.

MISB: **$675**, MIB: **$45-55,** MLC: **$10-15**

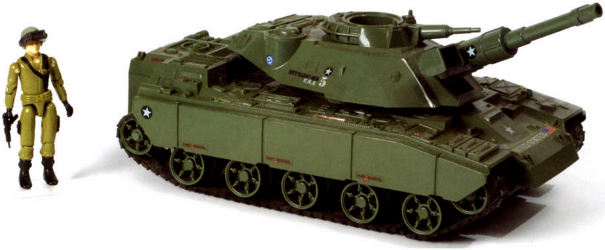


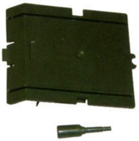
The MMS's easily lost pieces.

MOBAT

(Motorized Battle Tank/Super Duty Battle Tank/Multi-Ordnance Battle Tank)

(Includes: Steeler figure)





The MOBAT's easily lost pieces.

The battery-powered MOBAT ("with super climbing ability") is the main battle tank for the G.I. Joe team, and was constructed of Chobham armor: a "classified" composite armor. Although none of the sculpted hatch covers on the MOBAT flip up, the vehicle came with many action features. With an extendable 130mm main cannon (as the battle cannon can be retracted from its housing) and a .50 caliber machine gun for Steeler to man while sitting in the command turret, Hasbro sold thousands of units of MOBATs. The design of the MOBAT is based on a combination of two versions of U.S. battle tanks, the M60 Patton and the M48 Patton.

As a motorized toy (that requires two "D" batteries), when a collector pushed the MOBAT's small command turret either forward or backward, this turret functioned as the toy's "on-off switch" and also allowed the vehicle to move in forward or reverse. Turning the command turret to the left or right allowed the tank to turn left or right (while moving in forward or reverse motion).

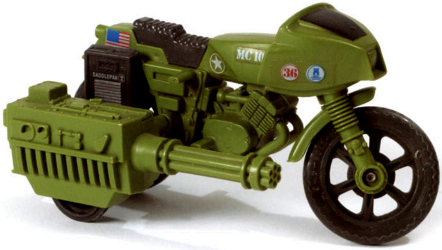
Easily lost/removable pieces: The .50 caliber machine gun tip is difficult to find attached to the command turret of the tank. Also, collectors should check to see if the battery cover is on the bottom of the MOBAT.

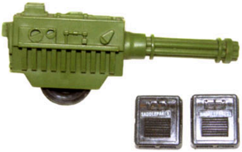
NOTE: There are two different tread variations for the MOBAT—solid tank treads or notched tank treads. Neither of these variants is more valuable than the other. Furthermore, collectors should remember to always remove batteries from Joe figures and vehicles when not using them, or they might corrode and ruin the toy.

MISB: **$950**, MIB: **$150-175,** MLC: **$12-16**

RAM

(Rapid Fire Motorcycle)





The RAM's easily lost pieces.

With a fuel-injected twin cam engine, heavy rear shock absorbers, and dual-strut front suspension, the G.I. Joe RAM was built for durability. The design of the Rapid Fire Motorcycle was based upon Honda's CB450 "Hawk" motorcycle with the following modifications: two attached "saddlepaks," a military-spec aerodynamic torpedo fairing and a (detachable M61) 20mm electronic Gatling-style cannon.

As a toy, the RAM came with a support stand that you could flip down to stand up the motorcycle when the sidecar was disengaged; this support stand (kickstand) is often found missing on both the 1982 RAM and the Dreadnok Ground Assault Motorcycle (1986).

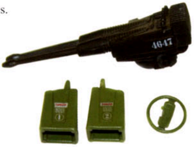
Easily lost/removable pieces include two "saddlepaks" (labeled #1 and #2), AND the kickstand.

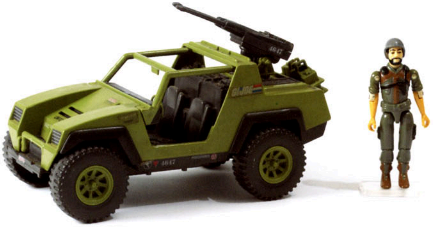
MISB: **$250-275**, MIB: **$28-35,** MLC: **$5-10**

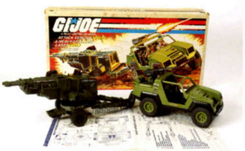
VAMP

(Multi-Purpose Attack Vehicle)
(Includes: Clutch figure)

The VAMP's easily lost pieces.







The VAMP was the free-wheeling, standard-use jeep of the G.I. Joe Team, and was featured prominently in both the Sunbow cartoon as well as the Marvel comic. With four-wheel independent suspension, a 4.8 liter V-12 fuel-injected "twin-turbo" engine (a complex, costly engine for a jeep), a range of 550 miles, and maximum speed of 140 mph, the VAMP was a first-rate utility vehicle. Its 7.62mm computer-synchronized machine gun, off-road tires on alloy wheels, and a sturdy roll bar that give Clutch an edge when completing missions. Oddly enough, the designs of the VAMP were modeled after a failed military experiment: the Lamborghini Cheetah (1977).

Collectors should note that the VAMP was included in a rare Sears Exclusive two-pack with the HAL (1982) laser cannon, but without action figures of Clutch (VAMP Driver, 1982) and Grand Slam (Laser Artillery Soldier, 1982). Research has proven that some of the VAMP jeeps included in this two-pack are variant editions of the original VAMP mold (as the two-pack was released in 1984), opting to use the 1984 re-figured jeep shell with a small shovel molded onto the left of the hood (as with the VAMP Mark II [1984] and Cobra Night Attack 4WD Stinger [1984]). Perhaps the oddest piece of ephemera included with this set is a large single-sheet blueprint that combined the individual blueprints of the VAMP and HAL. This set of blueprints can command $35-40 on their own, as they are extremely rare.

Easily lost/removable pieces are the machine gun, steering wheel, and two gas cans (labeled #1 and #2).

Sears VAMP/HAL with box and blueprints (variant VAMP with shovel) **(Sears VAMP/HAL two-pack exclusive [ca. 1984])** MISB: **$1100-1200+**, MIB: **$175-200,** MLC: **$25-30**

MISB: **$550**, MIB: **(regular release) $100-120,** MLC: **(regular release) $18-25**
MISB: **$550**, MIB: **(variant w/ shovel) $120-130,** MLC: **(variant w/ shovel) $40-45**

G.I. JOE
G.I. JOE

Series II 1983

The G.I. Joe figures released in 1983 were produced with an important new action feature that set them apart from similarly-articulated toys. This unique action feature, known on packages and product catalogs as "two handed swivel-arm battle grip," made the toys more attractive on retail pegs. Swivel-arm battle grip added two extra points-of-articulation to G.I. Joe figures: swivel joints that cut through the biceps and triceps of each arm, allowing the figures increased posability and a better method of holding weapons. Since this new action feature was added to pre-existing 1982 characters as well, there was a small amount of internal re-tooling required to accommodate these figures. Of course, these sixteen re-released figures also had their arms re-cast to allow for the same freedom of motion as new figures with this innovative action feature. Furthermore, the figures' plastic was softened to alleviate the "thumb breakage" witnessed with many 1982 straight-armed figures. A new waist piece was also manufactured for these re-released characters—one that was not as bulky as the 1982 waist, and that allowed for better movement of a figure's legs. This new waist piece also sported an odd-looking belt buckle that was highly reminiscent of the Hasbro Corporation's logo (!).

This introduction to Series II is the perfect place to comment upon the G.I. Joe Team's Command Center, nicknamed "The Pit," a five-level underground fortress that was comprised of "…steel-reinforced, radiation-shielded concrete and alloy armor" (from Marvel Comics' Treasury Edition of *G.I. Joe* #1) which was hidden under the Chaplain Assistant's Motor Pool located at Fort Wadsworth, in Staten Island, New York. Although this Commander Center differed drastically from the "pre-fabricated" G.I. Joe Headquarters Command Center offered to collectors at retail in 1983 (a headquarters that was often seen in the Sunbow cartoon, yet rarely in the Marvel comic book [issue #24: "*Cobra Commander, Captured at Last*"]), consumers snatched it up because of its excellent action features (see Headquarters Command Center, 1983).

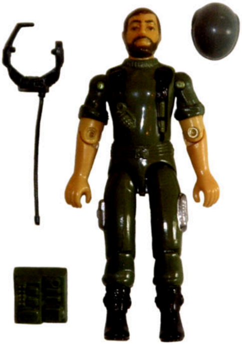
As a final note on Series II, it would be remiss not to mention that due to the deregulation of children's television programming by the Federal Communications Commission (via President Reagan), the very first animated adventures of G.I. Joe premiered on television during the week of September 12th-16th, 1983. This two-hour-long, five-part prime time miniseries was produced by Marvel/Sunbow Productions and dubbed *G.I. Joe: A Real American Hero*.

G.I. Joe ephemera: Hasbro product catalog, Larry Hama's prototype dossiers, 1983 Mobile Strike Force Newsletter & fan club Membership Kit, 1983 Re-Up Club Offer, Major Bludd mail-away coupon & mailer box, Flag Point Bonus Card, Manta/Duke insert with Handband & Wristband set (reverse), MANTA (only) mail-away insert, MANTA windsurfer in mailer box, Coleco G.I. Joe product catablog.

BREAKER

Communications Officer (swivel-armed)

(Includes: TV-Radio Backpack, Helmet, Radio Headset)



For a full bio of this character see Breaker (1982).

NOTE: *Many of the swivel arm battle grip versions of re-released 1982 figures are more difficult to find than their straight arm counterparts, so with a few possible exceptions, these should command slightly higher values than their 1982 versions.*

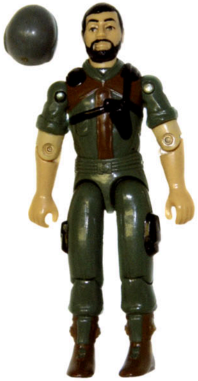
MOC: **$130-150**, MLC: **$8-10**

CLUTCH

VAMP Driver (swivel-armed)

(Includes: Helmet)

Included with the VAMP (1982).



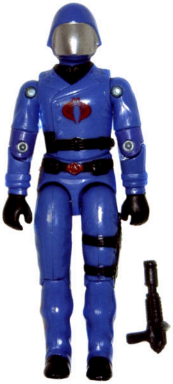
MOC: **N/A**, MLC: **$8-10**

For a full bio of this character see Clutch (1982).

ENEMY LEADER

Cobra Commander (swivel-armed)
(Includes: "Venom" Laser Pistol)

This is the first time Cobra Commander would appear carded on retail shelves (as opposed to the 1982 mail-away brown mailer box version), and as such, a MOC Cobra Commander: Enemy Leader figure commands premium prices (MOC = $550+ and up). All carded specimens of Cobra Commander were 1983 swivel-armed versions of the figure, so then, MOC Cobra Commanders never possessed "Mickey Mouse" logos (see Enemy Leader, 1982). As a curious note, while engaged in a discussion/bemoaning of the over-the-top accents utilized by the animated characters in the Sunbow cartoon, Larry Hama provided the following brief statement when commenting upon the histrionic Cobra Commander's characteristic sibilance of speech: "In my head, Cobra Commander sounds like Orson Welles."

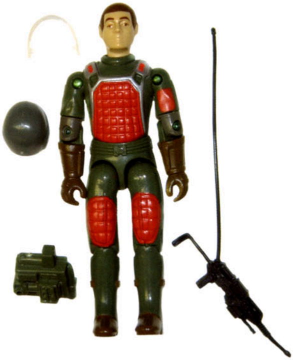


For a full bio of this character see Enemy Leader (1982).

MOC: **$550-825**, MLC: **$22-28**

FLASH

Laser Rifle Trooper (swivel-armed)
(Includes: XMLR-1A [Shoulder-Fired Laser Rifle], Power Pack, Helmet, Visor)



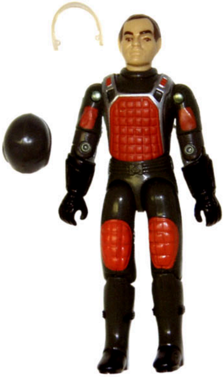
For a full bio of this character see Flash (1982).

MOC: **$140-180**, MLC: **$13-18**

GRAND SLAM

Laser Artillery Soldier (swivel-armed)
(Includes: Helmet, Visor)

Included with the HAL (1982).



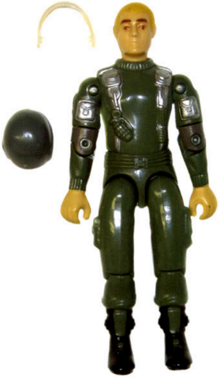
For a full bio of this character see Grand Slam (1982).

MOC: **N/A**, MLC: **$8-10**

HAWK

Missile Commander (swivel-armed)
(Includes: Helmet, Visor)

Included with the MMS (1982).

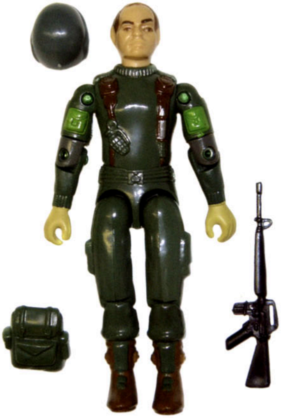


For a full bio of this character see Hawk (1982).

MOC: **N/A**, MLC: **$15-20**

Grunt

Infantry Trooper (swivel-armed)
(Includes: M-16 Rifle, Combat Pack, Helmet)

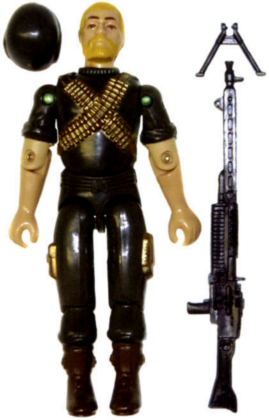


For a full bio of this character see Grunt (1982).

MOC: **$130-145**, MLC: **$8-12**

Rock 'N Roll

Machine Gunner (swivel-armed)
(Includes: Heavy Machine Gun with Bipod, Helmet)

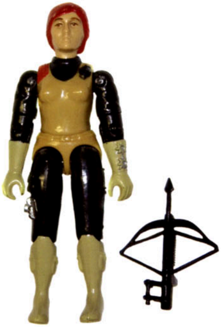


For a full bio of this character see Rock 'N Roll (1982).

MOC: **$130-150**, MLC: **$12-15**

Scarlett

Counter Intelligence (swivel-armed)
(Includes: XK-1 Power Crossbow)



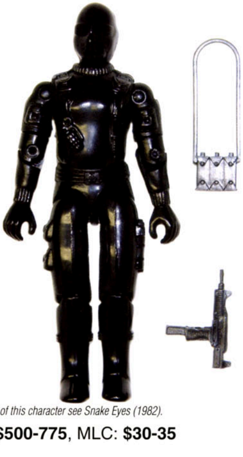
Scarlett's file name is a complex "in-joke". When Scarlett's classified surname, Shana M. O'Hara (POB: Atlanta, Georgia) is combined with that of her code name (Scarlett), the end result reads "Scarlett O'Hara," the name of the famous fictional red-headed protagonist from the 1936 novel and 1939 film *Gone With the Wind.*

For a full bio of this character see Scarlett (1982).

MOC: **$300-375**, MLC: **$15-22**

Snake Eyes

Commando (swivel-armed)
(Includes: Uzi Gun, Explosives Pack)



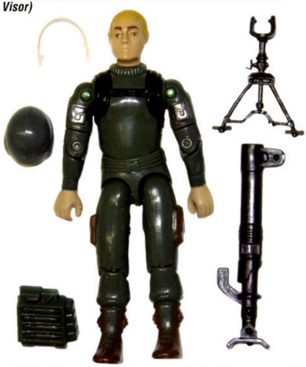
For a full bio of this character see Snake Eyes (1982).

MOC: **$500-775**, MLC: **$30-35**

SHORT-FUZE

Mortar Soldier (swivel-armed)

(Includes: M-1 [81mm Medium Mortar] with Stand, Ammo Pack, Helmet, Visor)



In the Original Team Mail-Away (1986), the file name on Short-Fuze's file card has been inexplicably changed from 1982's "Eric W. Freistadt" (his widely accepted file name) to "Mark W. Freistadt." Later mail-aways list Short-Fuze's file name as "Mark W. Brenstan."

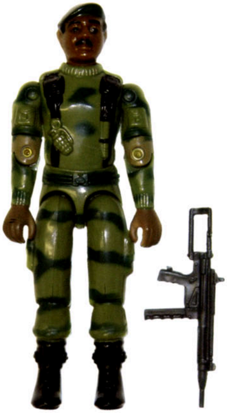
For a full bio of this character see Short-Fuze (1982).

MOC: **$125-150**, MLC: **$12-15**

STALKER

Ranger (swivel-armed)

(Includes: M-32 "Pulverizer" Sub-Machine Gun)



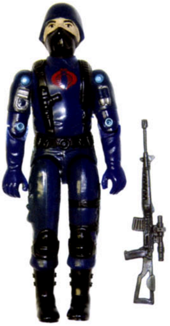
For a full bio of this character see Stalker (1982).

MOC: **$225-310**, MLC: **$14-18**

THE ENEMY

Cobra (Soldier) (swivel-armed)

(Includes: Dragunov [SVD] Sniper's Rifle)



Swivel-armed, 1983 versions of The Enemy: Cobra (Soldier), and The Enemy: Cobra Officer both came with eyebrows that were painted black, while 1982 straight-armed versions of The Enemy (Cobra [Solider]) and The Enemy (Cobra Officer) had their eyebrows painted red-brown.

For a full bio of this character see The Enemy: Cobra (Soldier) (1982).

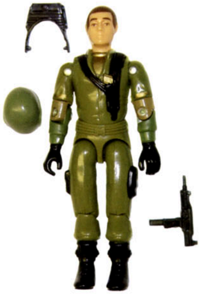
MOC: **$140-190**, MLC: **$15-22**

STEELER

Tank Commander (swivel-armed)

(Includes: Helmet, Binocular Headset, Uzi Gun)

Included with the MOBAT (1982).



There was a Hasbro Direct mail-away version of swivel-armed Steeler released MISBaggie in 1991 that included a pair of standard black Duke binoculars, Steeler's regular Uzi pistol, and an odd gray-colored file card (similar to those released post-1986).

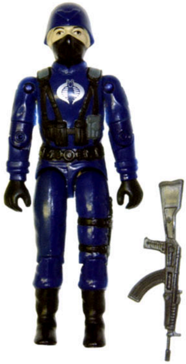
For a full bio of this character see Steeler (1982).

MOC: **N/A**, MLC: **$14-18** (check gold paint around biceps in loose samples)

THE ENEMY

Cobra Officer (swivel-armed)

(Includes: AK-47 Assault Rifle)



All swivel-armed versions of The Enemy: Cobra Officer possessed black eyes and eyebrows, while all straight-armed versions (see 1982) have red-brown eyes and eyebrows.

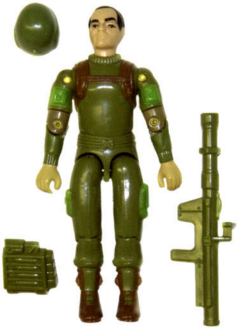
For a full bio of this character see The Enemy: Cobra Officer (1982).

MOC: **$140-190**, MLC: **$15-22**

ZAP

Bazooka Soldier (swivel-armed)

(Includes: Bazooka Ammo Pack, Helmet)



This version of Zap, his "swivel-armed" version, includes the thicker-handled "Type 3" bazooka that Zap's newer, softer, more pliable hands could accommodate. For an image showing all three types of bazookas (rocket launchers), see Zap (1982).

For a full bio of this character see Zap (1982).

MOC: **$120-145**, MLC: **$15-20** (with Type 3 Bazooka [see Zap, 1982])

ACE

Fighter Pilot

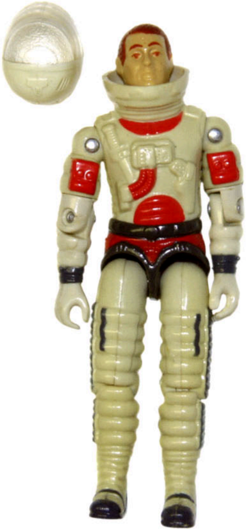
(Includes: Helmet)

Included with the Skystriker Combat Jet.

Ace's prototype dossier suggests that as a youth he became interested in poker—his favorite game because he never loses— "after he grew bored with the quality of his chess opponents." There are a few minor revisions Hasbro made to Ace's file card from the prototype stage to the final, mass-produced dossier: his name was changed from Wendall to Brad J. Armbruster, his POB switched from Seattle, Washington to Providence, Rhode Island, and the depiction of Ace's character--prior to enlistment--is far more detailed ("Subject worked three after-school and week-end jobs during high school to pay for flying lessons. Earned his civilian single engine, fixed-wing papers at age nineteen").

Ace was the original fighter jock for the G.I. Joe team, and on his prototype file card we learn he was a senior instructor at United States Air Force Fighter Pilot Combat Training School, code-named "TOPGUN" (a real-world military school established ca. 1968); Hasbro edited that last part ("TOPGUN") out, and changed his previous assignment to "...senior instructor USAF Fighter Weapons Squadron 'The Aggressors'." Ace's position as a senior instructor for the USAF Fighter Weapons Squadron "Aggressors" was an intense job, as the Aggressor squadrons for both the USAF and USN acted as the opposing force in military war games.

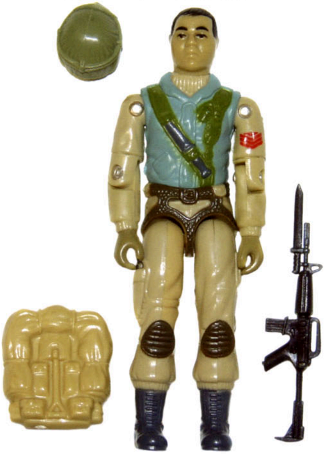
MOC: **N/A**, MLC: **$8-10**

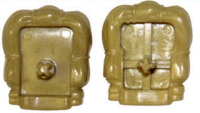


AIRBORNE

Helicopter Assault Trooper

(Includes: Helmet, Assault Pack, XM-16 Attack Rifle)





Airborne's parachute variations. The parachute on the left does not have a cross on the inside, while the one on the right does. The one on the right seems more difficult to obtain.

Airborne grew up with a privileged background, the polar opposite of the poverty-stricken upbringing of another Native American on the G.I. Joe Team, Spirit Iron-Knife (see Spirit, 1984). Airborne's prototype file card best describes his parents' political aspirations for their son: "Subject's parents are oil rich Navahos who indulged their eldest son with skydiving lessons in the mistaken belief that the panache associated with the daring sport would be an asset to his political career once he finished law school. Upon passing the Arizona State Bar exams, he joined the Army and opted for Airborne training, commenting; 'I'd rather jump out of airplanes than write legal briefs.'" Airborne's Peer Personality Profile on the prototype dossier is provided by Stalker (see Stalker, 1982), who evaluates the Helicopter Assault Trooper's mystical qualities: "'He's not like us. Oh, he jokes around with the rest of the guys and seems to get loose, but every once and a while you catch his eye and he's not lookin' at you, he lookin' right through you. Weird. Navaho Shamans got a word for it. Translates something like; 'the Far-Seeing Look.'"

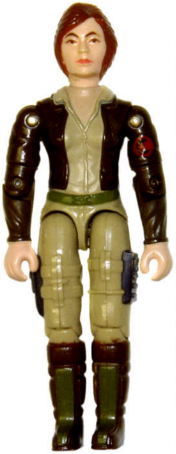
When analyzing Airborne's training, a quick handwritten note placed by his SMS (Secondary Military Specialty) on Larry Hama's dossier reveals that originally, Airborne had a split SMS--as a Helicopter Gunship Gunner and as an RTO (Radio Telephone Operator [see Breaker, 1982]). This SMS of RTO was eliminated in the final, mass-produced Combat Command File Card. Collectors should be aware that this version of Airborne is not the same character as the 1990 Sky Patrol version: they are two altogether different characters with different MOS's and file names.

MOC: **$125-145**, MLC: **$10-12**

COVER GIRL

Wolverine Driver

Included with the Wolverine.



Cover Girl's original code name was Hurricane Helga (with her "real name" listed as Ariana Krieger instead of Courtney Krieger), and her MOS was delineated as "Tank Driver," until Hasbro officially named the tracked-vehicle collectors refer to as the "Wolverine" (1983). Her prototype file card states that she "started [her] modeling career at age 17 but grew disillusioned with the work and the people it attracted. Enlisted to 'put new direction' in [her] life." Her Peer Personality Profile (provided by "Col. A. Goodwin, USAMC*"--an allusion to the late, great Archie Goodwin, Marvel Comics editor) states that Cover Girl is "...A prime example of denial. She finds herself to be so beautiful that she must work against it. She is compelled to learn and master decidedly un-feminine disciplines, but in the end—the self assurance this provides only makes her more alluring and compliments her already stunning good looks with a maddening charismatic attraction that reduces most men to stuttering fools."

**(USAMC, see Steeler, 1982).*

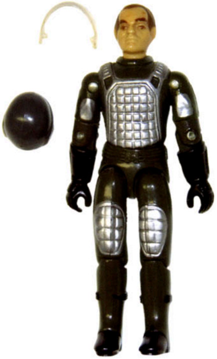
MOC: **N/A**, MLC: **$12-15**

GRAND SLAM

Laser Jet Pack Soldier

(Includes: Helmet, Visor)

Included with the JUMP Jet Pack [available with the JUMP in 1983].



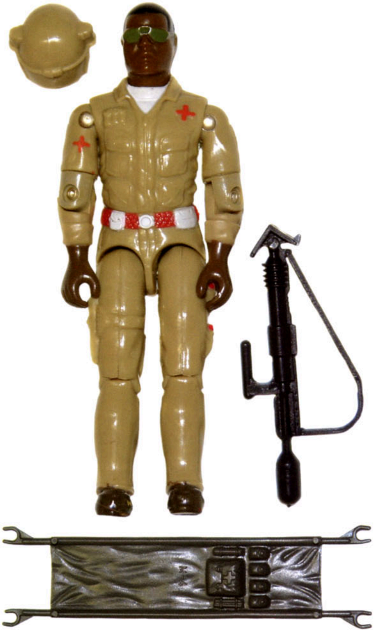
This, the 1983 version of Grand Slam--often referred to as "Silver Pads Grand Slam" by collectors--was included with the JUMP (as opposed to the 1982/83 "Red Pads Grand Slam" included with the HAL [see HAL, 1982]), a portable jet pack and base that did not come packaged with a figure *at all* in 1982. The short retail shelf-life of the JUMP with Grand Slam set, coupled with the fact that Silver Pads Grand Slam's paint applications wear off very easily might suggest why the action figure is extraordinarily difficult to find in mint condition. A dead-mint Silver Pads Grand Slam without any paint wear is truly rare and is highly prized by G.I. Joe collectors. For a fuller bio of this character, see Grand Slam (1982).

MOC: **N/A**,
MLC: **$45-55**

Doc

Medic

(Includes: Helmet, Stretcher, Rescue Flare Launcher)



NOTE: *Doc's stretcher fits comfortably in the bottom rungs of the Dragonfly XH-1 Helicopter for MEDEVAC.*

Hasbro changed Doc's prototype PMS from corpsman to doctor, then boosted Doc's rank from E-4 (Specialist) on Hama's prototype dossier to O-3 (Captain) on his mass-produced file card to reflect this change. However, Doc's schooling (a Harvard Medical School graduate with a residency at Johns Hopkins) and biography remain largely unchanged. The format of Doc's Peer Personality Profile is decidedly different from his teammates, however. In place of a team member's assessment of Doc's character and ability, there is a note posted (anonymously) as a disclaimer prior to the text. This proviso states: "Why would an avowed pacifist with a medical degree want to join the army and serve in the field with its most elite combat team? See excerpt below from subject's initial enlistment interview [for an explanation]." The excerpt reads: "...When I read about the G.I. Joe team, I said to myself, these fine young men and women are the best we have. And we send them into the worst situations imaginable because that's where we need them. When the going gets rough, they're going to need something more than a pill-roller. And I think I'm the man for the job." Similar to Lifeline (1986), Doc is an avowed pacifist, so collectors should note that Doc's "weapon" is not really an armament, it is a flare launcher to mark LZ's (Landing Zones) for MEDEVAC (Medical Evacuation) purposes.

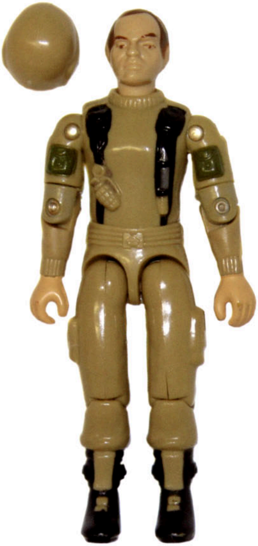
MOC: **$150-200**, MLC: **$15-18**

Grunt

Falcon Pilot

(Includes: Helmet)

Included with the Falcon Glider.



Collectors know this figure as "Tan Grunt." This sculpt, the second version of the Grunt character, suggests a desert theme, not unlike the "Tan Clutch" figure offered with the VAMP Mark II (1984). Hasbro often smartly repainted and reused the molds (see the chapter introduction for 1982 for more on this) of old figures to save on the cost of producing new molds.

For a more complete biography of this character, see Grunt (1982). As a final note, some G.I. Joe collectors will incorrectly assign a backpack to Tan Grunt (or Tan Clutch [1984]), as two different colored tan backpacks were included in 1983's Battle Gear Accessory Pack (see entry). These two tan backpacks are re-casts of Grunt's olive-drab combat pack (see Grunt, 1982) and Short-Fuze's olive-drab ammo pack (see Short-Fuze, 1982). These backpacks were *never* included with the figure, as Tan Grunt (1983) only came equipped with a helmet as his lone accessory.

MOC: **N/A**, MLC: **$8-10**

DUKE

First Sergeant

(Includes: Binoculars, Helmet, Assault Pack, Sticker, M-32 Submachine Gun)

Mail-Away Exclusive

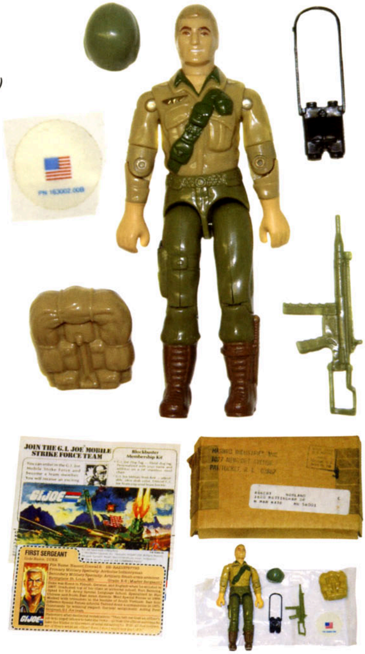
Larry Hama commented that he gladly accepted Duke as the team's field leader because, up until 1983, "the top sergeant... [is] the one slot that's glaringly missing from the roster." After Hama and Hasbro debated between giving the Joes a new officer (at O-4, Major), or a high-ranking enlisted man, they decided that Carl (later changed to Conrad) Hauser--Duke--would be a Master Sergeant. Using Mr. Hama's original typewritten notes to Hasbro will illuminate this procedure: "I thought about [Duke] being an officer but at his age [see below] he would have to be at least a major and it's unheard of for a unit as small as the Joes [23 G.I. Joe Team members as of 1983; 32 as of 1984] to have two staff [field]-grade officers [officers whose rank is above O-4, Major]. Also, it's a bit tacky for a much older major to be serving under such a young colonel [(O-6) see Hawk, 1982]..."

Duke's prototype file card is influenced by the Vietnam conflict, and characterizes the Master Sergeant as a much older veteran: "Hauser came from a bi-lingual home and was fluent in French and German at the time of his enlistment in 1960 [which would make him more than sixty-five years old *currently*, if he enlisted at eighteen (born in 1942)]." Following his entrance into the Army, he graduated Special Language School focusing on languages that would help him throughout his tour of duty. Duke "went Special Forces in 1963 and did his first tour in the Republic of South Vietnam... in the boonies working with Montagnard tribesmen." This suggests that Duke trained the Montagnard to fight against the Viet Cong.

The Duke figure itself was a mail-away exclusive in 1983 and is a common find in mint, loose, complete condition, but the tiny flag sticker that was issued with this mail-away version of Duke is quite rare, although the figure is often considered to be complete without it. This is why many mail-away Dukes have a tacky, sticky part on their left or right shoulder—the flag sticker was once there, but is now missing.

Mint in Sealed Mailer Box (with flag sticker): **$125-150**, MLC: **$25-30** (+ flag sticker), MLC: **$15-18** (- flag sticker)

NOTE: *For a MOC price for Duke, see his entry in 1984, as Duke was not released on card in 1983.*

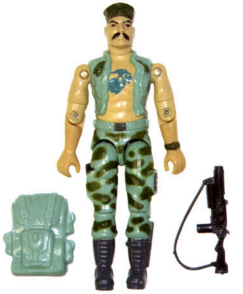

JOIN THE G.I. JOE MOBILE STRIKE FORCE TEAM
Blockbuster Membership Kit
G.I. JOE
FIRST SERGEANT

The Hasbro Direct Duke mail-away. Pictured is his helmet with "no holes," the impossible-to-find flag sticker, the "full head-shot file card," and brown mailer box.

GUNG-HO

Marine

(Includes: Jungle Pack, XM-76 Grenade Launcher)



Gung-Ho's prototype file card provides valuable insight into the character's past, prior to his enlistment in the USMC: "Subject was born into a large back-swamp Cajun clan and entered the family poaching business at the age of 13. By 17 he had moved to New Orleans and won a reputation as a bare-knuckle brawler to be reckoned with and a knife-fighter to be avoided. Joined the Marines when 18," and then graduated at the top of his class from boot camp at Parris Island. In the prototype file card, Zap (1982) provides the reader with a Peer Personality Profile of Gung-Ho: "...Look, *all* Marines is crazy. They're the assault troops, right? They're a hairy, scary, crazy outfit! So the big brass decide that the G.I. Joe team needs a representative from the esteemed USMC. They tell us they sending us the best the Corps has got. Well, all that means to me is that they sent us the hairiest, scaryiest [sic] craziest jar-head that ever scratched, kicked and bit his way out of that hole in the swamp they call Parris Island!"

For a description of Gung-Ho's PMS (Primary Military Specialty), "Recondo," see the Jungle Trooper, Recondo (1984).

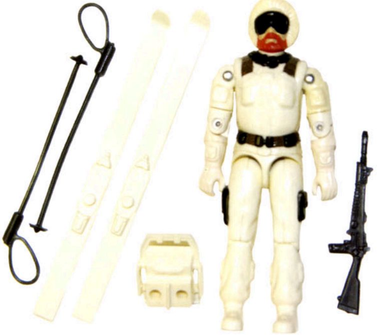
As a final note, Hasbro Lead Designer (from 1982-1987) Ron Rudat had this to say: "'Gung-Ho' comes from memories of my father and my uncle—both Marines. The cap that Gung-Ho is wearing is the traditional Herringbone Cap like my dad wore during and after WWII. The Globe and Anchor on his chest was a tattoo, but we at Hasbro had to change this logo so we didn't conflict with the actual Marine Corps logo: it was a trademark conflict-of-interest thing."

MOC: **$135-150**, MLC: **$10-12**

SNOW JOB

Arctic Trooper

(Includes: Skis, Poles, XMLR-3A Laser Rifle, Polar Pack)



Snow Job was a "…major Olympic Biathlon contender who enlisted initially [for] the training and support the army would give him for the privilege of having a Biathlon champion in the ranks. Somewhere along the line, priorities were rearranged and to the consternation of Army PR [Public Relations] flacks [press agents], [Snow Job] volunteered for the G.I. Joe team and was accepted!" (from the prototype dossier). By definition, the term *biathlon* is used to describe any sporting event comprising two different contests. In the instance of Snow Job's pre-enlistment career, the Biathlon is an Olympic event that combines rifle shooting with cross-country skiing.

On Rock 'N Roll's (1982) Peer Personality Profile of Snow Job on the same dossier, the G.I. Joe Team's Machine Gunner stated: "You think we call him Snow Job because of the skis? Negative. The man's a con artist, pure and simple. He conned his family, he conned the Olympics and he conned the army! He's always got some sort of deal cooking and whenever you think you've got him pegged—he pulls the double whammy on you! One thing about him that ain't a con. When he picks up that rifle, sure as spit, something is gonna fall down."

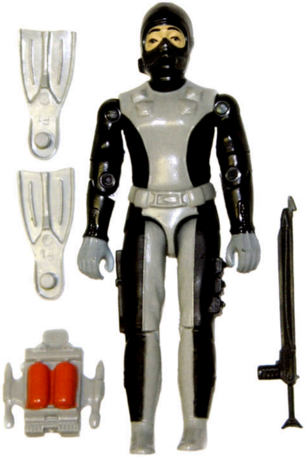
The rifle Snow Job preferred to use was the XMLR-3A Laser Rifle: the most commonly fired weapon of the G.I. Joe Team in Sunbow's G.I. Joe: A Real American Hero cartoon. The XMLR-3A is apparently an upgrade of Flash's (1982) XMLR-1A laser rifle, as it does not need a power source (backpack) to function. The "XM" designation in the Army means "eXperimental Model."

MOC: **$125-145**, MLC: **$10-12** (slight yellowing), MLC: **$15-20** (bright white, no yellowing)

TORPEDO

SEAL (Sea, Air, and Land)

(Includes: Scuba Tanks, Swim Fins, Harpoon Rifle)



According to Torpedo's prototype dossier, "Subject was [a] SCUBA instructor prior to enlistment and attained black belts and three martial arts by age 19 (Wu-Shu, Kenpo, and Go-Ju-Ryu). Also proficient with [the] Filipino butterfly knife (Bali-Song)." Torpedo's training after SEAL school is classified top-secret. His Peer Personality Profile, provided by an anonymous team member in the same dossier reads: "Subject has absolutely no sense of humor. Period. Spends off duty hours perfecting fighting skills and marksmanship. Competes in combat pistol matches and various swim meets. Strict vegetarian. Regarded by his team-mates has a highly competent professional albeit a Psycho-Chicken to the MAX." For a more in-depth definition of a Navy SEAL, see Wet-Suit (1986). For the description of his service grade (WO-4), see Flint (1985).

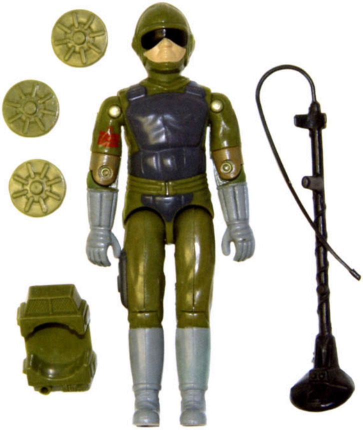
When asked about the character of Torpedo, Mr. Hama stated: "[He was named after] Steve Leialoha… [who] inked the two *GI Joe* stories I penciled [issues #21 & 26]. He really is Hawaiian, but unlike Torpedo in every way. Very tall and very friendly. [Torpedo's martial art] should have really been "kempo" instead of "kenpo." (I have been continually plagued by well-meaning copy editors.) I was actually referring to Shorinji Kempo, which is based on Shaolin Temple Boxing. (Shorinji is the Japanese pronunciation of Shaolin.) It is a non-competitive Zen form; its masters are not allowed to make money from it." Regardless, Hama commented: "My feeling was that Torpedo may have seemed crazy to teammates, but that he was probably the calmest and most centered of the bunch."

MOC: **$185-275**, MLC: **$12-15**

TRIPWIRE

Mine Detector

(Includes: Minesweeper, 3 Land Mines, Mine Detector Backpack)



Larry Hama's prototype dossier describes Tripwire's personal development prior to enlistment as follows: "Subject dropped out of high school at Naval base in Yokosuka, Japan (father is career Navy). Spent two years in a Zen monastery pondering the meaning of existence until he was expelled for breaking too many dishes and spilling every conceivable liquid. Joined the Army at age 19 and received spiritual awakening on the grenade range. [So] Immediately applied for Demolitions School." Tripwire's training on his prototype file card differs from the mass-produced retail dossier: "Subject is proficient with all NATO and Warsaw Pact explosives, detonators, det cords, piezo electric fuses, ignition initiators, and blasting machines."

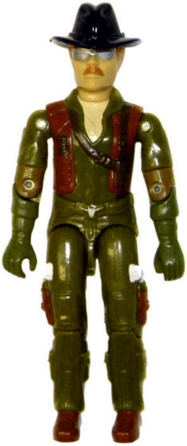
Tripwire's Personality Profile is provided by the soldier himself (from his application interview to the G.I. Joe Team) instead of a peer: "…I know I freak people out, being clumsy and jittery and all that and dropping things, you know… But when I sit down with an explosive device, the world is my oyster. Anyway, working with high explosives is the only thing that calms me down."

MOC: **$150-200**, MLC: **$10-12**

WILD BILL

Helicopter Pilot

Included with the Assault Copter Dragonfly.



With his replica Civil War slouch hat (colored blue for the Union army even though this Air Cavalryman hails from Brady, Texas), Wild Bill has become one of the most popular Joes-- perhaps because he was such a dynamic character--who, according to Mr. Hama: "...was based on a real soldier who served in the 1st Air Cavalry as a helicopter pilot." Wild Bill's prototype file card states that he "…served as a combat infantryman and participated in LRRP (Long Range Recon[naissance] Patrol) operations during [the] South East Asian debacle." Wild Bill has a colorful description on his Personality Profile: "Amiable and slow talking. Fancies himself a country-western singer but the less said about that the better. Constantly bucks uniform regulations and has never been known to wear regulation headgear. Although totally honest in personal dealings, he is not beyond spinning a tall tale for the amusement of comrades…" With his propensity to "…carry a brace [bracket] of single-action .45 long Colt revolvers," and his characteristic western drawl, Wild Bill functions as a well-liked "fixed wing pilot" (his PMS; Primary Military Specialty) for the G.I. Joe team.

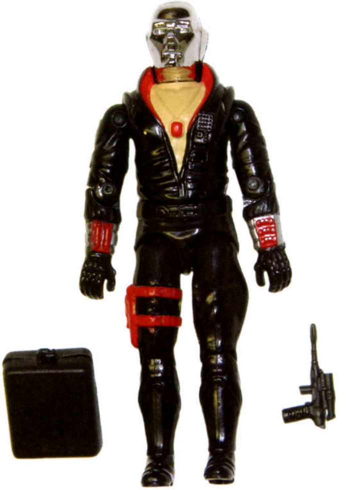
Fixed-wing aircraft are those whose lift is not generated by wing motion, but by thrust and forward motion through the air (e.g. jets, planes), while rotary-wing aircraft use lift from the rotation of wings that revolve around a mast (aircraft with rotor blades). So technically, Wild Bill's PMS should read "Rotary Wing Pilot," since he is the pilot of the Dragonfly helicopter. Larry Hama stated the following re: this issue: "There might have been some obscure… reason to have Wild Bill with a fixed-wing PMS. I think… in the comics, he is more often seen driving a C-130 transport [a fixed-wing aircraft]."

MOC: **N/A**, MLC: **$6-10** (depending on condition of his easily rubbed-off belt buckle)

DESTRO

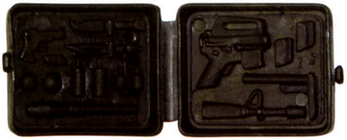
Enemy Weapons Supplier

(Includes: High Density Laser Gun, Armed Attaché Case)



On his prototype file card, the masked man known as Destro was originally called "Warmaster," who, like his popularly accepted name, is "...a mystery man; the faceless power behind one of the largest multi-national corporations in the world, M.A.R.S. (***M***ilitary ***A***rmaments ***R***esearch ***S***ystem), [the] largest manufacturer of state-of-the-art weapons." This prototype file card delves deeply into Destro/Warmaster's past, and the document claims that the character believes in two things, "War and family tradition... For nearly a thousand years, his family has been warriors and arms makers." As a high-profile arms dealer, Destro "...is able to maintain apartments and office buildings in most major cities of the world. His luxurious lifestyle more than matches that of the most famous oil sheiks or flamboyant shipping magnates [persons of high rank]." So prescient was Hama in 1983 while writing Destro's dossier, that the writer stated: "He is one of the very few holders of the American Express Platinum card..." [!]. The file card goes on to expand upon Destro's business philosophy: "He believes in the spoils of war and the vast wealth MARS provides is just that to him. War is his business and his passion. Where war exists, MARS will provide high-tech arms to any side able to meet the price. Where war does not exist, [Destro] will strike to start one."

MOC: **$275-390**, MLC: **$12-15**

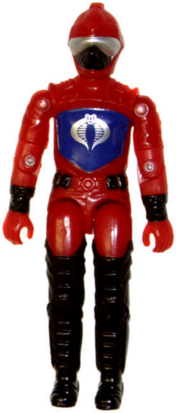


Destro's opened armed attaché case.

THE ENEMY

Cobra H.I.S.S. Driver

Included with the Cobra H.I.S.S.



This version of the generic Cobra trooper code-named "The Enemy" applies to the Cobra H.I.S.S. Driver. The H.I.S.S. Driver is a bright red departure from the standard black and blue colored Cobra troopers (see Cobra [Soldier] and Cobra Officer, 1982).

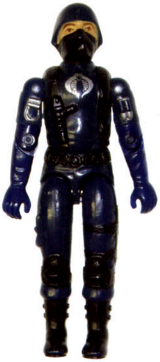
Cobra H.I.S.S. Drivers "...are selected from the best and most evil of Cobra Command's thousands of yearly recruits. Each is chosen for his physical strength and total dedication to evil!" To this end, H.I.S.S. Divers are well-schooled in the latest Cobra vehicles and weapons systems ("possess[ing] knowledge of all NATO and G.I. Joe weapons"), and further, "...are committed to the destruction of G.I. Joe!"

MOC: **N/A**, MLC: **$8-15** (depending on the condition of his easily rubbed off Cobra sigil)

THE ENEMY

Viper Pilot

Included with the Viper Glider.



Other than the added SMS (Secondary Military Specialty) of Viper Pilot to this character's mass-produced file card, there is no difference between The Enemy: Viper Pilot's dossier and The Enemy: Cobra (Soldier's) (1982). As an action figure, the Cobra Viper Pilot is one of the most difficult G.I. Joe figures to find in mint condition because the silver Cobra sigil on the Viper Pilot's chest is frequently found scratched, nearly gone, or is totally absent on loose samples, as the paint application of this logo was quite weak. So then, if you find a The Enemy: Cobra (Soldier) (1982) action figure that is missing a Cobra logo, it is most likely a 1983 Viper Pilot figure. The Cobra Viper Pilot did not come with any accessories.

MOC: **N/A**, MLC: **$20-100** (depending on the condition of the Cobra sigil; missing symbol = **$20**, scratched symbol = **$40-75;** impeccable, "dead mint" symbol = **$80-100+**)

MAJOR BLUDD

Mercenary

(Includes: Rocket Launcher, Missile Backpack)

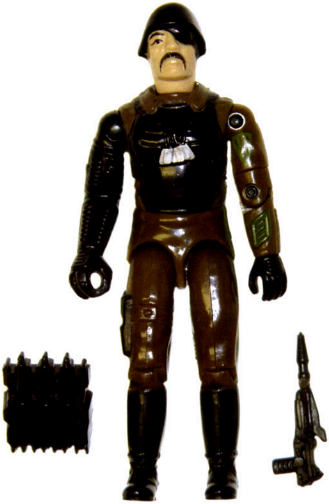
BOTH a Mail-Away Exclusive and single-carded figure

Many collectors have posted the following question on the Internet: "What's wrong with Major Bludd's right arm?" Answer: the right arm on Major Bludd's action figure is covered in heavy armor to protect his limb from the blast of his rocket launcher (which is why the arm only has articulation at the shoulder: it's too well-armored to move). And with this curiously-crafted action figure, Larry Hama provided a complex education for Major Sebastian Bludd (originally named "Major Chill"), rendered in great detail on the mercenary's prototype dossier: "Subject received initial military training in the Australian Special Air Service and served with that unit in South East Asia. Later joined the French Foreign Legion seeing action in Algeria.

Perhaps to add a bit of comedic balance to a sinister character who appears purely immoral, Larry Hama suggested that Major Bludd was a terrible poet, as noted in his Personality Profile from the prototype file card: "Major [Bludd] writes poetry. Badly. He is constantly submitting doggerel [crude] drivel to the world's leading literary reviews and, to this date, has had only one acceptance. A mimeographed quarterly called 'The Attica Gazette'."

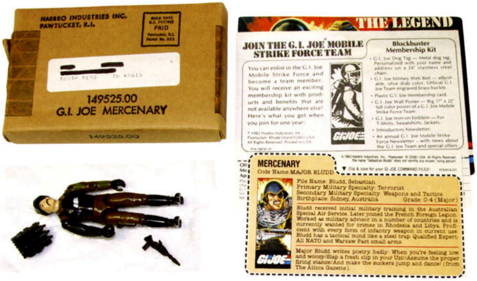
Bludd's mass-produced dossier provides two different variations/versions of his poetry: ([both poems are reprinted] from *The Attica Gazette*). It has been suggested that *The Attica Gazette* (a fictional publication) may be the prison newspaper distributed to the inmates of the infamous Attica Correctional Facility, a maximum-security prison located in Attica, New York where prisoners were usually sent if they had incurred disciplinary infractions at other facilities. Larry Hama states that Bludd was indeed an alumnus…

Mint in Sealed Mailer Box: **$50-$150+**,
Mint in Mailer Box: **$40-75;** MOC: **$190-230**,
MLC: **$8-10**



NOTE: *The only way for collectors to acquire Major Bludd via mail-away (i.e. a Major Bludd figure NOT sealed on a retail card back within a protective bubble; instead, the mail-away figure was sealed in a baggie packed within a plain brown box labeled "G.I. Joe Mercenary") was to redeem a "FREE MERCENARY" coupon that Hasbro Direct sent to repeat customers through the mail--via a list of addresses from those consumers who requested the company's prior promotional figure mail-away: Cobra Commander (1982). There were many restrictions Hasbro Inc. placed on the unadvertised "FREE MERCENARY" mail-away coupon: 1) [You must] "Buy any three of the G.I. Joe figures shown below (pictured below: Grunt, Snake Eyes, Flash, Stalker, Breaker, Rock 'N Roll, Scarlett, Zap, Short-Fuze) between January 25, 1983 and February 28, 1983. Cut out the color pictures of their faces from the front of the G.I. Joe packages you bought. 2) Mail A) the color pictures you cut out from the packages [,] B) the dated sales receipt(s)[,] C) this post card with your address [, and] D)50¢ for postage and handling (check or money order only [no cash or stamps]) payable to: Hasbro Industries Inc. all together in an envelope…"*

Therefore, it was impossible for collectors to receive Major Bludd--whether Mint on Card or Mint in Mailer Box--prior to January 25, 1983. Even if Hasbro shipped the figure out on the very day that this offer began, every figure had to ship out to the consumer post-January, 1983. These coupon restrictions provide important evidence (among various others) as to why it can be determined that Major Bludd arrived into consumer's hands in 1983 (NOT in 1982, as originally believed).



JOIN THE G.I. JOE® MOBILE STRIKE FORCE TEAM

You can enlist in the G.I. Joe Mobile Strike Force and become a team member. You will receive an exciting membership kit with products and benefits that are not available anywhere else! Here's what you get when you join for one year:

Blockbuster Membership Kit

- G.I. Joe Dog Tag — Metal dog tag. Personalized with your name and address on a 24" stainless steel chain.
- G.I. Joe Military Web Belt — adjustable, olive drab color. Official G.I. Joe Team engraved brass buckle.
- Plastic G.I. Joe membership card.
- G.I. Joe Wall Poster — Big 17" x 22" full color poster of a G.I. Joe Mobile Strike Force Team.
- G.I. Joe Iron-on Emblem — For T-Shirts, Sweatshirts, Jackets.
- Introductory Newsletter.
- An annual G.I. Joe Mobile Strike Force Newsletter – with news about the G.I. Joe Team and special offers.

▼ Clip & save for your GI JOE COMMAND FILES!

MERCENARY
Code Name: MAJOR BLUDD

File Name: Bludd, Sebastian
Primary Military Specialty: Terrorist
Secondary Military Specialty: Weapons and Tactics
Birthplace: Sidney, Australia Grade: 0-4 (Major)

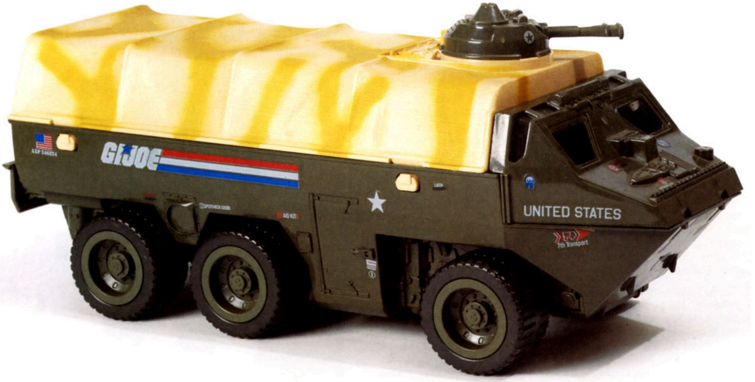
Bludd received initial military training in the Australian Special Air Service. Later joined the French Foreign Legion. Worked as military advisor in a number of countries and is currently wanted for crimes in Rhodesia and Libya. Proficient with every form of infantry weapon in current use. Bludd has a tactical mind like a steel trap. Qualified Expert: All NATO and Warsaw Pact small arms.

Major Bludd writes poetry...badly: When you're feeling low and woozy/Slap a fresh clip in your Uzi!/Assume the proper firing stance/And make the suckers jump and dance! (from The Attica Gazette).

Major Bludd with mailer box, mailer file card, 1982 catalog, and club membership form.

APC

(Amphibious Personnel Carrier)

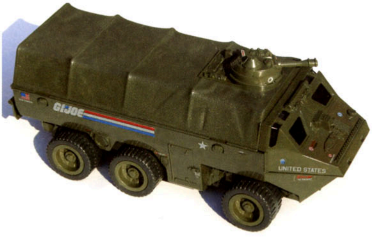


The G.I. Joe Amphibious Personnel Carrier was the first troop transporter utilized by the G.I. Joe team, accommodating a maximum of 28 action figures (sixteen sitting, ten standing, and a two-man crew within the front cab). The APC's front and top are removable, and the vehicle "can carry 28 G.I. Joe soldiers, and their weapons, helmets, and backpacks." The box top advertises the following action features of the APC: "It's a carry case, display case, and an armed personnel carrier that rolls on land and [actually!] floats in water." With seat belts to hold the 16 sitting figures in their seats, a 50mm single fire auto-control cannon, a removable camouflaged "canvas-look" top, and a tilt-up removable front cab that seats two drivers, Hasbro sold many units of this vehicle. The designs of the APC are loosely based upon the Sisu Pasi XA-180, a Finnish produced, six-wheeled, fully amphibious armored personnel carrier.

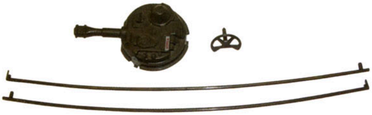
As a final note, the APC was available as a mail-away via Hasbro Direct from 1987-1994. Yet around 1992, all mail-order versions of the APC were produced without a camouflaged top (now colored dark green), and with dark gray instead of black tires. This non-camouflaged mail-away is more desirable and more expensive in mint, loose, complete condition than the original version. Aficionados will recognize that this mail-away version of the APC was also offered as an exclusive at the 1994 G.I. Joe convention as the C.U.D.A. (Coastal Unit Defense: Amphibious Transport).

The APC's easily lost pieces are its two (2) long seat belts, its cannon, and its steering wheel.

MISB: **$350+**, MIB: **$40-65,** MLC: **$18-25**
MISB (mail-away; brown mailer box): **$85-100+**,
MIB: **$60-70,** MLC: **$45-50**



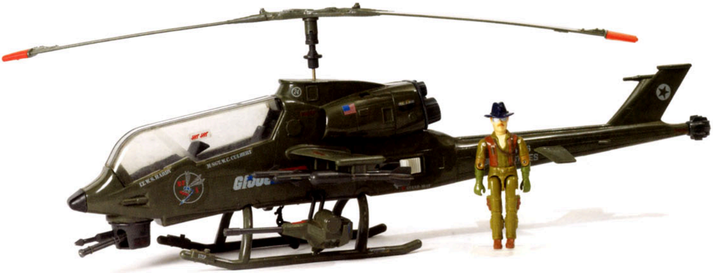
The APC's mail-away non-camouflaged variant.

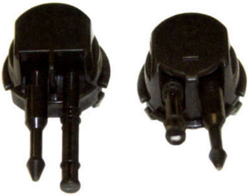


The APC's easily lost pieces.

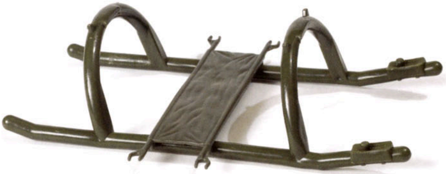
ASSAULT COPTER: DRAGONFLY (XH-1)

(Includes: Wild Bill figure)





Variations of Dragonfly's grenade launcher/ Gatling cannon.



Doc's stretcher fits on the skids of the Dragonfly XH1.

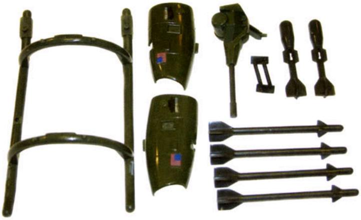
With its four Sidewinder air-to-ground missiles, and two Sidewinder H.E. (high explosive) missiles, Wild Bill's Dragonfly XH-1 Assault Copter provides air support for the G.I. Joe Team's ground troops. The copter is replete with a dual M-34 grenade launcher/ 2mm Vulcan Gatling cannon mounted on its nose, a mini-cannon (X-551 60mm) mounted on its cockpit, a working winch with rescue hook, and a side-mounted 160mm cannon pod. Pushing a "slide button mechanism spins the rotor blades," while the cockpit itself holds two figures (pilot and co-pilot) and an additional two can be accommodated on the helicopter's landing skids.

As a final note, the designs of the Dragonfly XH-1 (*eXperimental Helicopter-model number one*) are modeled after the Bell twin-engine AH-1W SuperCobra (nicknamed the "Whiskey Cobra") with a number of distinct modifications and advanced weapons capabilities.

Easily lost/removable pieces include six missiles, two red blade tips, white rotor button, side cannon, side cannon power cord, and the grenade launcher/Gatling cannon.

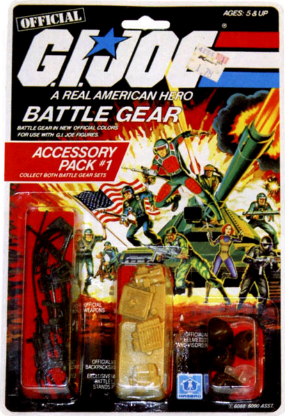
NOTE: *There are two variations of the nose cannon—one cannon has stationary grenade launcher/Gatling cannons, while the grenade launcher/Gatling cannon are separately movable on the other version.*

MISB: **$550-600**, MIB: **$90-115,** MLC: **$25-35**



The Dragonfly's easily lost pieces.

BATTLE GEAR ACCESSORY PACK #1


OFFICIAL
AGES: 5 & UP
G.I. JOE
A REAL AMERICAN HERO
BATTLE GEAR
BATTLE GEAR IN NEW OFFICIAL COLORS FOR USE WITH G.I. JOE FIGURES
ACCESSORY PACK #1
COLLECT BOTH BATTLE GEAR SETS
OFFICIAL WEAPONS
OFFICIAL BACKPACKS
EXCLUSIVE BATTLE STANDS
OFFICIAL HELMETS AND VISORS
HASBRO
6088/6090 ASST.

Includes:

- 4 brown Helmets
- 4 clear Visors
- 1 gray Binocular Headset (Steeler)
- 1 gray Communications Headset (Breaker)
- 1 tan Ammo Backpack (Short-Fuze/Zap)
- 1 tan Communications Backpack (Breaker)
- 1 tan Laser Backpack (Flash)
- 1 tan Combat Backpack (Grunt)
- 1 gray XK-1 Power Crossbow (Scarlett)
- 1 gray M-16 Rifle (Grunt)
- 1 gray XMLR-1A Laser Rifle (Flash)
- 1 gray M-11 Submachine Gun (Stalker)

NOTE: The original name for this gun was "M-32 'Pulverizer' Submachine Gun"

- 2 gray Uzi Guns (Snake Eyes/Steeler)
- 1 gray M-60 Heavy Machine Gun and Bipod (Rock 'N Roll)
- 1 gray Explosives Pack (Snake Eyes)
- 2 tan Battle Stands

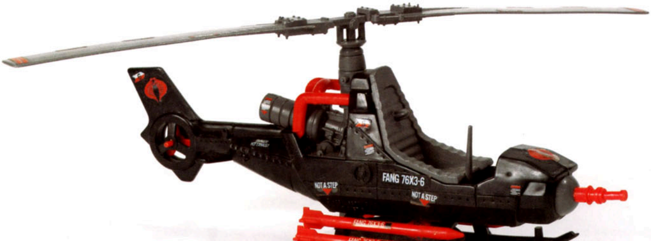
These weapons are not the same colors as the standard G.I. Joe accessories. If you find a weapon or accessory for a G.I. Joe figure that doesn't match the colors designated in this book (underneath the individual figure entries), then it's possibly from the current Joe line (1997-present), or from a Battle Gear Accessory Pack (these BGAP weapons are valued at a fraction of the original weapons included with single-carded figures).

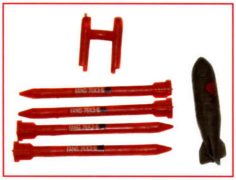
WARNING: Many online G.I. Joe dealers include these much less valuable BGAP weapons with G.I. Joe figures and sell these figures as "Mint, Loose and Complete." Unless they advertise these weapons and accessories as "[Battle Gear] Accessory Pack" weapons, then the buyer is being misled (for example, the weapons included in Battle Gear Accessory Pack #1 were mainly brown, medium gray, and tan, not the dark gray or black used for the weapons of the original carded figures).

Mint on Mint Card: **$20**, MOC: **$12-15,** MLC: **$8-10**

COBRA F.A.N.G.

(Fully Armed Negator Gyrocopter)


FANG 76X3-6
NOT A STEP
NOT A STEP



The F.A.N.G.'s easily lost pieces.

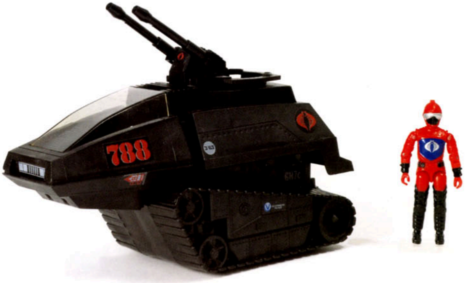
The Cobra F.A.N.G. was the popular light-attack helicopter designed for quick Cobra raids. The F.A.N.G. weighs 2,200 lbs, can max out at speeds up to 197 mph, has a range of 550 miles, and comes equipped with four heat-seeking air-to-air rockets and a joystick control. The closest approximation of the F.A.N.G. in the real world is an "autogyro" (with added armaments and armored panels), which is characterized by having a (free-spinning) rotor that moves with the passing of air through the rotor itself.

Easily lost/removable pieces for the Cobra F.A.N.G. include four missiles, a bomb, and the rollbar.

MISB: **$325**, MIB: **$40-55,** MLC: **$10-12**

Cobra H.I.S.S.

(Includes: The Enemy figure)

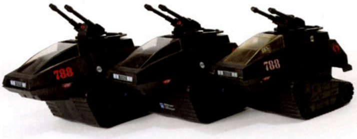


The Cobra H.I.S.S. (High Speed Sentry) came with the following action features: "Double 'Diablo' [90mm] twin cannons you can swivel and elevate," a rear personnel platform "[with] room to transport [two] other Cobra figures," simulated tank treads with free-rolling wheels, and an opening canopy (with room for a gunner figure in the main battle turret). The H.I.S.S. was Cobra's main battle tank, and a standard Cobra toy that sold many units at retail. As a toy, the twin cannons on many loose samples of Cobra H.I.S.S. tanks will be droopy; this is due to the fact that the tiny inner "pins" that elevate these guns have broken over time (yet can be fairly easily repaired). The H.I.S.S. is the first Cobra vehicle to sport a tow hook, suggesting that Hasbro banked on the success of the G.I. Joe line in 1983; there weren't any tow-able Cobra weapons until Series Three (i.e. the Cobra A.S.P. [Cobra Assault System Pod, 1984]). Until 1984, the H.I.S.S. tank could only tow captured Joe weapons systems...

There aren't any easily lost or loose parts to the Cobra H.I.S.S. tank.

NOTE: *The Cobra H.I.S.S. came with three different variations to the '788' fleet identification labels on the sides of the front cockpit: clear numbers (early retail versions), red numbers (later retail versions), and white numbers (Hasbro Direct mail-away versions).*

MISB: **$590-675**, MIB: **$55-75,** MLC: **$12-18** (depending on condition of pins inside gun turret [broken or unbroken])



The three H.I.S.S. sticker variations: later retail (red numbers), early retail (clear numbers), and mail-away (white numbers).

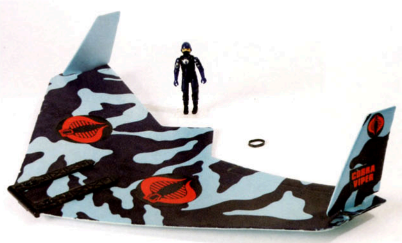
Cobra Viper Glider

(Cobra Command Attack Glider)

(Includes: The Enemy: Cobra Viper Pilot figure)

The Cobra Viper Glider, like its cousin the G.I. Joe Falcon Glider, is an exceedingly fragile toy. Its body, ailerons, and vertical stabilizers are made of graphic foam and are easily prone to breakage. Also, over time, the labels for the glider can lose their adhesiveness and fall off.

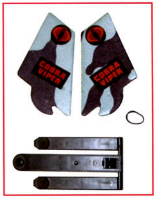
According to the vehicle's blueprints, a real-world Viper Glider would have a wingspan of 30.4', a wing chord of 16.2', a rudder height of 5.6', and armaments that included two .30 caliber "rapid fire" mini-machine guns (that are mounted on the hard plastic "weapon system reinforcement"/ "impact strip"). Within MISB (Mint in Sealed Box) samples, collectors will notice that the Viper Glider also came with a small black rubber band (impossible to find in any condition, so many collectors choose not to include this on loose samples) that wraps around an action figure's waist (i.e. The Enemy: [Cobra] Viper Pilot) and attaches them onto the hard plastic impact strip. To reiterate, the Viper Glider is still considered complete if the black rubber band is missing.



Cobra Viper Gliders are rarely found in any condition other than poor-fine, and is difficult to acquire high grade samples of the toy, especially MIB or MISB–even more so than the G.I. Joe Team's Falcon Glider (1983).

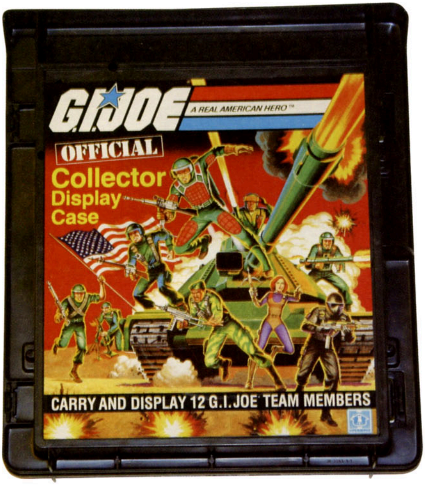
Easily lost pieces include the black rubber band, weapon system reinforcement, and two vertical stabilizers.

MISB: **$450-500**, MIB: **$155-180,** MLC: **$55** (without Viper Pilot, but with black rubber band, no broken pieces); MLC: **$80-125+** (with Viper Pilot [depending on figure's condition])



The Cobra Viper Glider's easily lost pieces.

[Official] Collector Display Case


G.I. JOE
A REAL AMERICAN HERO™
OFFICIAL
Collector
Display
Case
CARRY AND DISPLAY 12 G.I. JOE TEAM MEMBERS

The G.I. Joe Collector's Display Case was a fascinating way to carry and display figures, as there were two holes on the back that could be used to wall-mount the case. It held twelve figures, (most of) their weapons, and their file cards. The case came with a one-page set of instructions and one of two different versions of a decal sheet: the first set of decals contained white labels with the figure's corresponding MOS in black lettering, and a description of their respective weapon (i.e. "Commando," "Uzi Gun") underneath the MOS in red lettering. These stickers were appropriate to the sixteen original figures released in 1982 (including the Cobra Commander mail-away), with a bevy of duplicate labels. The second (later-released) set of decals contained labels appropriate to every single figure released in Series 1 and Series 2, including a label for 1983's mail-away Duke ("First Sergeant").

Most loose samples of these Collector Display Cases have holes punched out of the back of them in order to make them wall-mountable, as per a directive in the instructions.

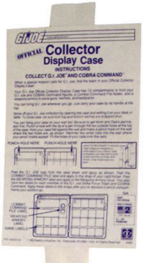
An [Official] Collector's Display Case was included in a Hasbro-branded shipping box with Hasbro Direct's "Original Team Mail-Away," along with ten "original team" action figures. For more on this, see its individual entry (Original Team Mail-Away, 1986).

Easily removable pieces include: three long straps, one short strap, weapons armory door, two binding clips (to hold the case together).

MISB: **$35-45** (late 1982/early 1983 version, **stickers unapplied, unopened**), MLC: **$8-10**

MISB: **$28-32** (mid-1983 release, **stickers unapplied, unopened**), MLC: **$8-10**

The Collector's Display Case with unapplied 1983-era stickers.

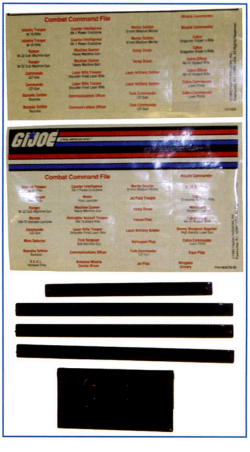


OFFICIAL Collector Display Case

INSTRUCTIONS

COLLECT G.I. JOE™ AND COBRA COMMAND™

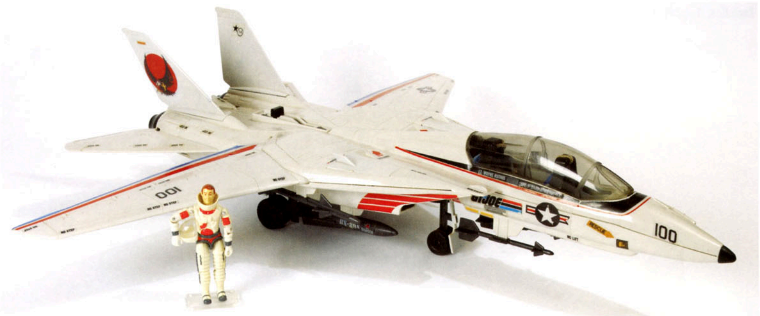
G.I. JOE
PUNCH HOLE HERE
PUNCH HOLE HERE
COMBAT COMMAND FILE LABEL
WEAPONS ARMORY LABEL
NAME LABELS


Combat Command File
G.I. JOE
Combat Command File

The Collector's Display Case's easily lost pieces.

COMBAT JET: SKYSTRIKER (XP-14F)

(Includes: Ace figure)



Complete with two ejection seats with deployable parachutes (including two small rubber bands to hold the parachutes in place), variable wings that sweep back-and-forth with the movement of a lever, removable engine doors, two removable engine exhaust nozzles, nose mounted pulse-doppler radar, two Vulcan Cannons (one front-mounted [the "portside E-41A1 Vulcan 50mm cannon], and one on the plane's underbelly [the the E-81 aero Vulcan Gatling cannon]), and a "gull-gray" camouflage, the Skystriker XP-14F was the crown jewel of many G.I. Joe collections.

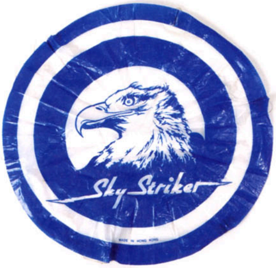
The designs of the Skystriker XP-14F are based on the Northrop Grumman Corporation's F-14 Tomcat—a twin-engine, supersonic, two-seat, "variable geometry wing" aircraft. The Tomcat served as the U.S. Navy's primary maritime air superiority fighter, as well as a fleet defense interceptor and tactical reconnaissance platform for more than thirty years.

As a toy, the Skystriker is highly prized in good condition and has caught some heat in the past few years, but collectors should be cautious buying this jet on the secondary market, as finding this aircraft in mint, loose, *complete* condition ($), or even less frequently in MIB ($$) or MISB ($$$), is quite a challenge.

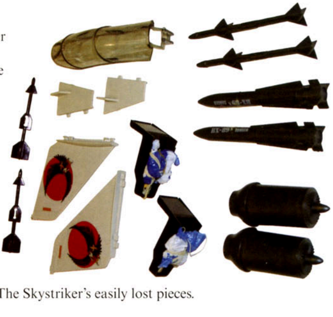
Easily lost pieces include six missiles, and two parachutes with ejector seats.

NOTE: There are two variants of the Vulcan Cannon on the nose of the Skystriker: one has a grid behind it, while one does not. Neither is more difficult to find.

MISB: **$825-1000+**, MIB: **$110-125,** MLC: **$45-70**



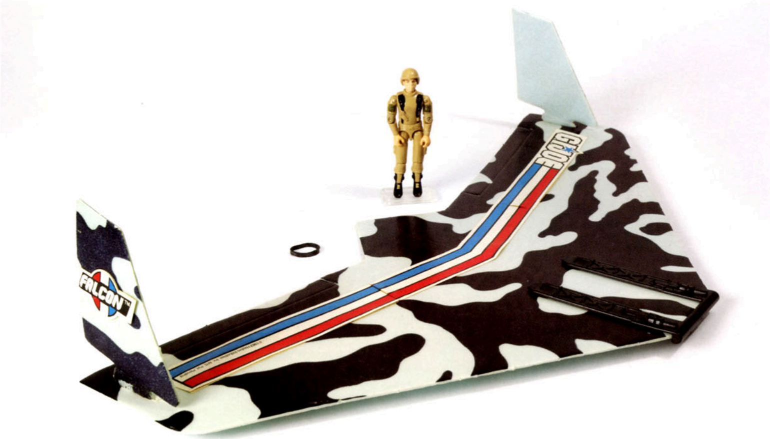
Unfolded Skystriker parachute (these can command more than $25+ each).



The Skystriker's easily lost pieces.

FALCON [F.A.L.C.O.N.] GLIDER

(G.I. Joe Attack Glider, Flying Armed Light Reconnaissance)
(Includes: Grunt figure)

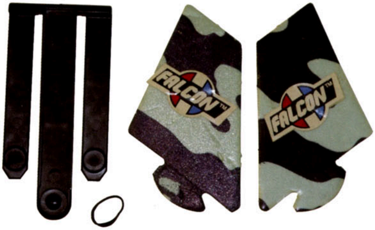


The Falcon Glider is one of the most fragile of all G.I. Joe toys; its body, ailerons, and vertical stabilizers are made of graphic foam and are broken easily. Over time, the labels for the Flying Armed Light Reconnaissance (F.A.L.C.O.N.) glider can lose their adhesive and peel off. According to the blueprints (which come in two different color variations, green [very rare] and blue [common]), a real-world Falcon Glider would have a wingspan of 30.4', a wing chord of 16. 2', and a rudder height of 5.6'--also possessing two .30 caliber rapid fire mini-machine guns that are mounted on the hard plastic weapon system reinforcements/impact strip of the glider.

In a sealed box, the Falcon Glider also included a small black rubber band (impossible to find in lose samples, and many collectors consider a Falcon Glider to be complete with this band) that helps to attach Grunt (or any other G.I. Joe Pilot) to the bottom of the hard plastic reinforcement. Like the Cobra Viper Glider, the G.I. Joe Team's Falcon Glider is rarely found in any condition other than poor-fine, and is difficult to find in high grade, especially MISB or MIB.

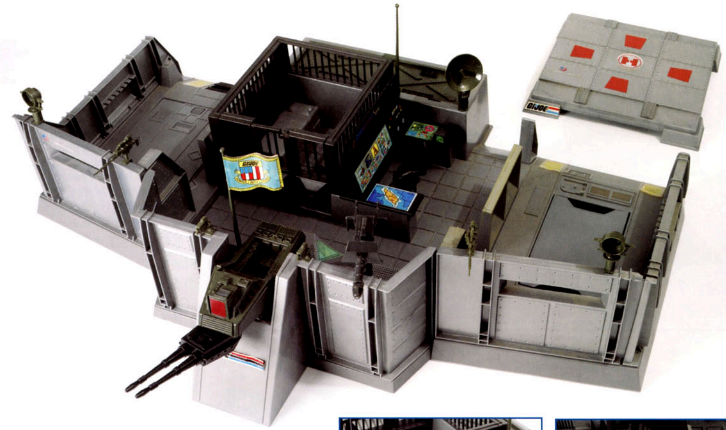
Easily lost pieces include the black rubber band, weapon system reinforcement, and two vertical stabilizers.

MISB: **$400-450**, MIB: **$140-175,** MLC: **$50-60**
(with black rubber band, no broken pieces)



The Falcon's easily lost pieces.

HEADQUARTERS COMMAND CENTER

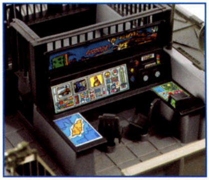


The Headquarters Command Center has a bevy of action features including a helipad for Wild Bill's Dragonfly, a mechanic's ramp (with lift lever) for Clutch's VAMP (with an explanatory insert sheet separate from the Headquarters Command Center's instructions), two secret storage facilities (a weapons armory with two separate trays and a file card compartment with removable cover), a stockade with opening door for captured Cobra prisoners, a command console replete with map & diagram labels and a flip-up instrument cover, a generator section with removable cover, two search lights, a radar dish, a laser cannon with shield, two infrared surveillance cameras, two 20mm machine guns, a "double devastation" cannon with cockpit, two separate weapons racks, and a flag (with the G.I. Joe motto on one side ["Honor, Duty, Courage"], and the American flag on the other).

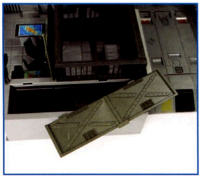
The Headquarters Command Center was very durable and disassembled into four separate parts for storage: a helipad (for rotary-wing aircraft); a heavy equipment supply depot (for armored vehicles); a motor pool (for wheeled vehicles); and a command center (with battle station, command console, and stockade). It is common to find Headquarters Command Centers at garage sales stripped apart, with its respective pieces thrown into a large cardboard box (or, if a collector is lucky, the original box). With loose samples, be careful to inspect your two searchlights, the two 20 mm machine guns, and two infrared cameras, as the tabs to attach all of these accessories to the walls of the HQ are frequently broken or missing altogether. Furthermore, inspect the stockade carefully—the six pieces (five walls + stockade door) comprising this jail are super-fragile, and the walls' connecting tabs are almost always broken.

Easily lost pieces include two search lights, two machine guns, two cameras, flag, radar dish, laser cannon (with shield), generator cover, weapons armory cover, weapons armory trays (2), and file card cover.

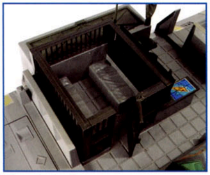
MISB: **$575-700**, MIB: **$65-80,** MLC: **$35-50**



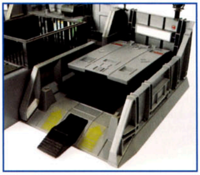
The computer console.



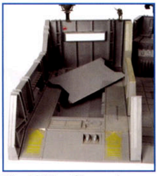
The hidden weapon storage.



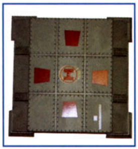
The stockade.



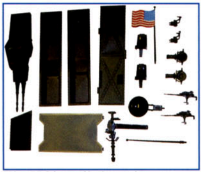
The lift.



The hidden file card compartment.



The helicopter landing pad.

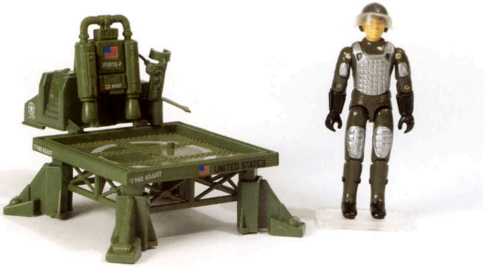


The HQ's easily lost pieces.

JUMP

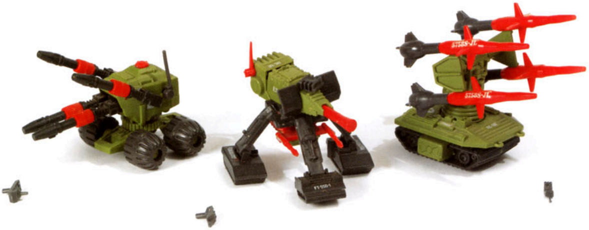
(Jet Mobile Propulsion Unit/Jet Pack/Jet Propulsion Unit)

(Includes: Grand Slam figure)



This version of the JUMP twin-rocket Jet Pack included "Silver Pads Grand Slam" (1983) and is quite desirable MIB or MISB, as the piece was only on retail shelves for approximately one year (1983-1984) and most G.I. Joe fans had already purchased a JUMP in 1982. Compound this with the fact that "Silver Pads Grand Slam" is a very difficult find in mint condition (due to his weak paint applications), and this toy MIB or MISB is an investment-quality item. For a more detailed description of the JUMP, please see JUMP (1982).

MISB: **$475-550**, MIB: **$75-85,** MLC: (with "Silver Pads Grand Slam") **$50-55**, (without "Silver Pads Grand Slam") **$12-16**



PacRat Machine Gun PacRat Flamethrower PacRat Missile Launcher

PAC/RATS, retail release

PAC/RAT [FLAMETHROWER]

(Programmed Assault Computer/Rapid All Terrain)

With its large red flamethrower nozzle, three posable free-wheeling tracks, twin 35mm pivoting machine guns, and a moving external radio receiver antenna (to receive programming from the remote control activator), the remote control PAC/RAT Flamethrower boosts the G.I. Joe land forces via remote control. The Flamethrower's tiny remote control (with prominent antenna) is rarely found with the vehicle. Most collectors consider the vehicle complete without the remote control activator.

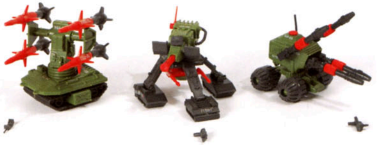
MISB: **$50-65**, MIB: **$15-20,** MLC: **$5-10**

PAC/RAT [MACHINE GUN]

(Programmed Assault Computer/Rapid All Terrain)

The PAC/RAT Machine Gun is operated via a remote control activator which sends a signal to the robot's external radio receiver antenna. With its four insulated pivoting gun barrels, pivoting all-terrain carriage and 360° rotational motor housing, and moving antenna, the PAC/RAT Machine Gun adds extra firepower to the G.I. Joe arsenal. Collectors should note that since the PAC/RAT Machine Gun's tiny remote control is rarely found with the vehicle, many aficionados consider the weapon complete without the remote control activator.

MISB: **$50-65**, MIB: **$15-20,** MLC: **$5-10**



PAC/RATs, darker green Hasbro Direct mail-away

PAC/RAT [MISSILE LAUNCHER]

(Programmed Assault Computer/Rapid All Terrain)

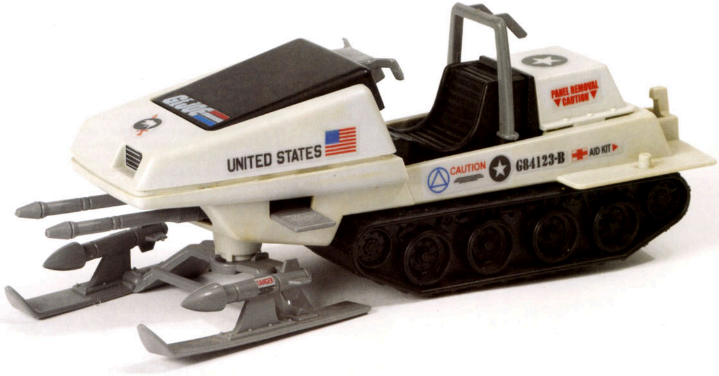
With four twin-stage boosted missiles that rotate and elevate on missile support plates, the all-terrain-tracked PAC/RAT Missile Launcher is used as an armament when conventional soldiers are not expendable on the modern battlefield. Take care not to lose the Missile Launcher's remote control, which is rarely, if ever, found with the vehicle. Most collectors consider the vehicle complete without the remote control activator.

Easily lost pieces are the remote control and four two-stage missiles.

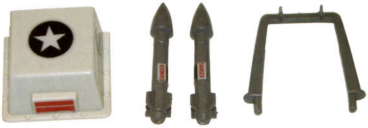
MISB: **$50-65**, MIB: **$15-20,** MLC: **$5-10**

POLAR BATTLE BEAR

(Skimobile)



The Skimobile: Polar Battle Bear's features included synchronized twin 55mm cannons, two heat seeking missiles (labeled "Rampage rockets" in the vehicle's instructions), a roll bar with rear deck handgrips, a 160hp V-6 engine, a tow hook to transport the Whirlwind (1983), the MMS (1982) or the HAL (1982), and room for not only the driver, but two other G.I. Joe Team members as well--on its rear battle deck. Collectors should be careful when buying loose samples that the two front cannons of the Polar Battle Bear (attached within the hull of the vehicle) are not drooping, as the guns can become disengaged from the gun-slide inside of the vehicle's cowling. As a final note, the Skimobile's white plastic is prone to discoloration.



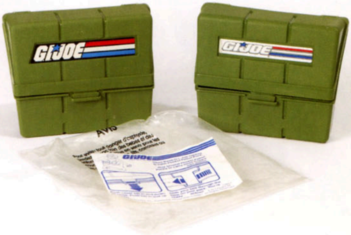
The Polar Battle Bear's easily lost pieces.

MISB: **$250-300**, MIB: **$30-40,** MLC: **$12-15**

POCKET PATROL PACK

The Pocket Patrol Pack— "A Carry Case You Wear on Your Belt"--was used to transport three G.I. Joe figures and their weapons from place to place.

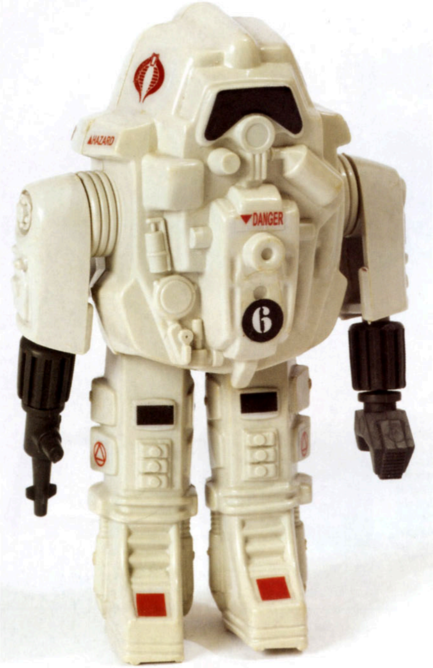
There were instructions printed on the card back of the earliest released versions of the Pocket Patrol Pack, while later mail-away versions (i.e. some of the PPP's that were included with Starduster [1987] [those that had a different "three-dimensional" G.I. Joe label on the front]) came with a separate one-sided set of instructions included within the mail-away baggie. The Pocket Patrol Pack was also available molded in black plastic with an all-new front label that was included with the Rapid Deployment Force Hasbro Direct mail-away in 1993.



MOC: (regular logo; retail, 1983-1984) **$35**,
MISP: (mailer baggie w/ regular logo, mid-1980's) **$22**, MLC: **$3-5**
MISP: (mailer baggie with 3-D logo [some included with Starduster (1987)]) **$30-35**, MLC: **$5-10**
MISP: (mailer baggie with Rapid Deployment Force [1993]) **$10-15**, MLC: **$4-5**

(Battle Armor) [Cobra] S.N.A.K.E. [White]

(System: Neutralizer–Armed Kloaking Equipment)

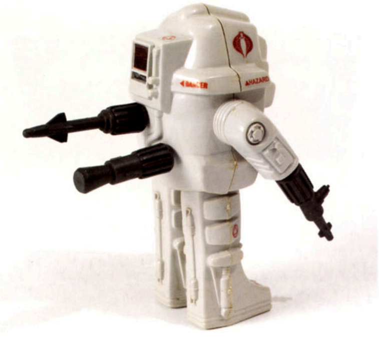


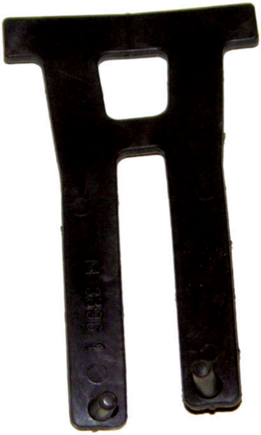
The S.N.A.K.E. equipment is an intricate accessory for Cobra Command, as its 8-piece suit of armor and four interchangeable weapons pods (remote claw, remote flame thrower arm, remote machine gun arm, and remote rocket) transforms ordinary troopers into super-soldiers. As the S.N.A.K.E. armor comes in several different pieces, it required a bit of assembly before each use; collectors must snap-together a two-part chest piece (external maintenance module), (2) two-part legs, two arms with removable soft-plastic brushings (and non-removable pins for the four weapons pods), and a rubber stand with which to store the armor when not being used (in lieu of a figure). All of these disparate pieces make a mint, loose, complete S.N.A.K.E. armor a tough find on the secondary market. However, even though it is a challenge to find a complete white S.N.A.K.E., this is not an expensive purchase, as thousands of units were produced and sold in the early 1980's.

In 1985, the S.N.A.K.E. was released in a dark blue color, and as this toy was notoriously difficult to find at retail, the piece is highly-prized by collectors today (see S.N.A.K.E., 1985).

Easily lost pieces include the whole suit of S.N.A.K.E. Armor--as it is composed entirely of easily lost pieces. Note the pliable black figure-replacement stand is most commonly found missing from loose samples.

MISB: **$125-150**, MIB: **$20-28,** MLC: **$10-15**

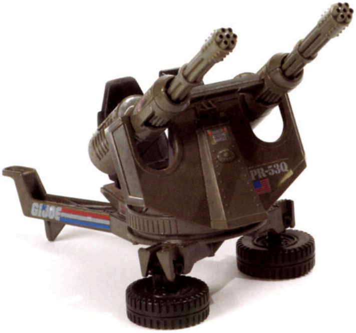




Pic of the S.N.A.K.E. Armor's rubber figure-replacement

TWIN BATTLE GUN

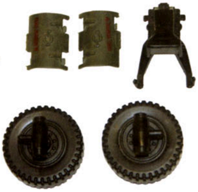
(Whirlwind)



The Whirlwind is easy to find on the secondary market, perhaps because it was many collectors' first choice of armament to be towed by the MOBAT (1982), Polar Battle Bear (1983), VAMP (1982), or Wolverine (1983). With its twin 20mm armor piercing main gun systems (that rotate when you spin a thumb wheel underneath the barrel), the turret's 360° rotation, two collapsible tow wheels/isolation pads (that allow the cannon to fire from a stationary position), and a universal tow arm that permits the gun to be hauled by any Joe vehicle with a tow hook (MOBAT [1982]), the Whirlwind is an all-purpose weapon. When purchasing loose samples of the toy, collectors must take care that the Whirlwind's two foldable wheels are not broken and that the two ammunition emergency access panels are intact. The painting on the box front indicates that the G.I. Joe Team's Heavy Machine Gunner, Rock 'N Roll (1982), is the soldier who usually sits in the Whirlwind's command seat.

Easily lost pieces include two machine gun covers, computer/hand attachment, and two tow wheels.

MISB: **$150-175**, MIB: **$20-25,** MLC: **$8-12**

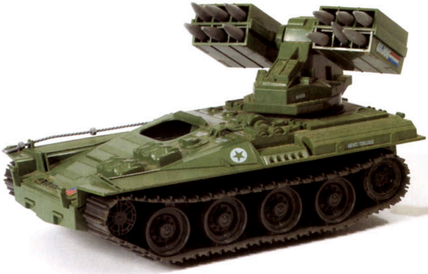


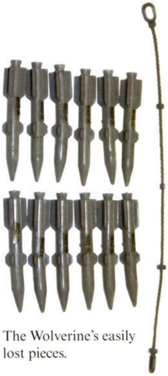
The Whirlwind's easily lost pieces.

WOLVERINE

(Armored/Armed Missile Vehicle)

(Includes: Cover Girl)



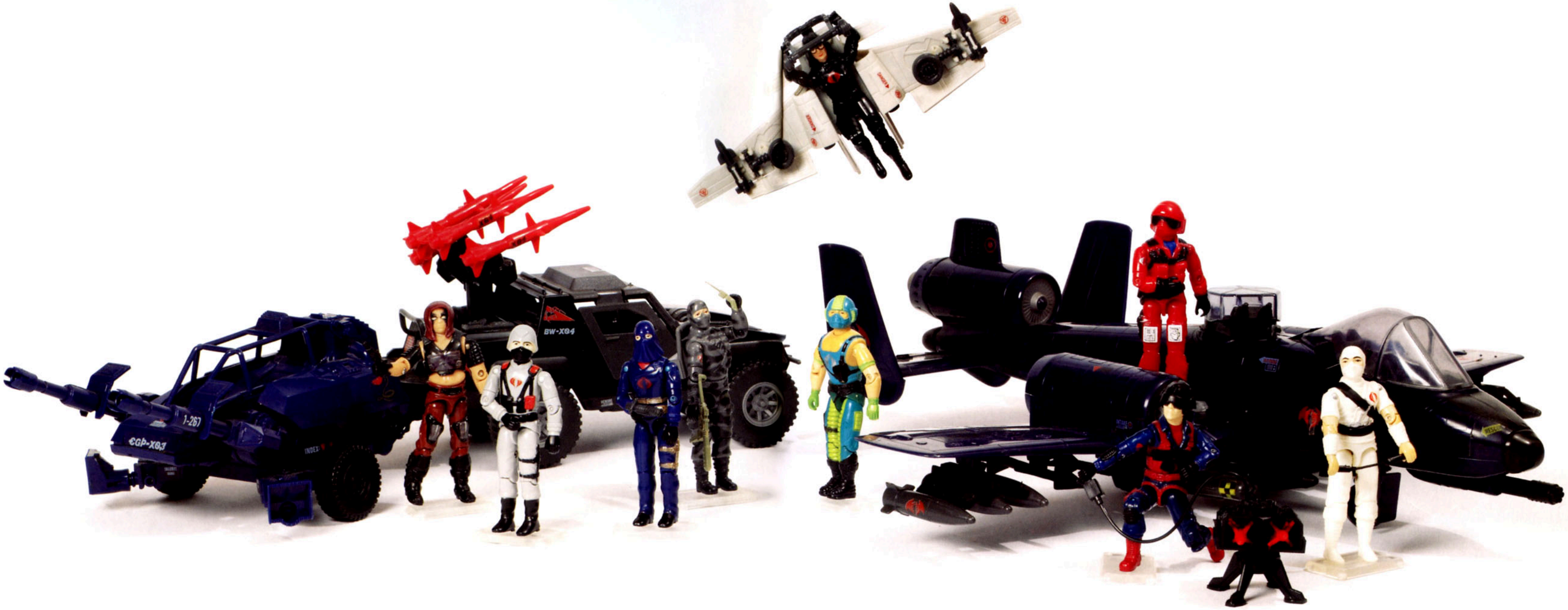


The Wolverine's easily lost pieces.

Cover Girl's armor-plated Wolverine sold well on retail shelves in 1983, as it came with twelve individually-labeled "Stinger" ground-to-ground missiles, where each missile is individually numbered (HX422 [#1-12]), a ridged walkway that leads the driver into the vehicle, a tow hook on the rear in order to attach the Whirlwind (1983), a removable hood (with sleeping bags molded onto the front for bivouac purposes) to show engine detail, a rescue cable (with four separate rescue cable cleats; two on the rear, and two on the front of the vehicle), and a main turret that rotates 360° and pivots 90°. Although the vehicle itself is common to find for sale online and in collectible stores, the Wolverine's rescue cable is a tough part to locate unbroken (selling for $12-20 each, if truly mint and unbroken).

Easily lost pieces are those twelve missiles, the engine cover, and the rescue cable.

MISB: **$450-475**, MIB: **$55-75,** MLC: **$20-25**



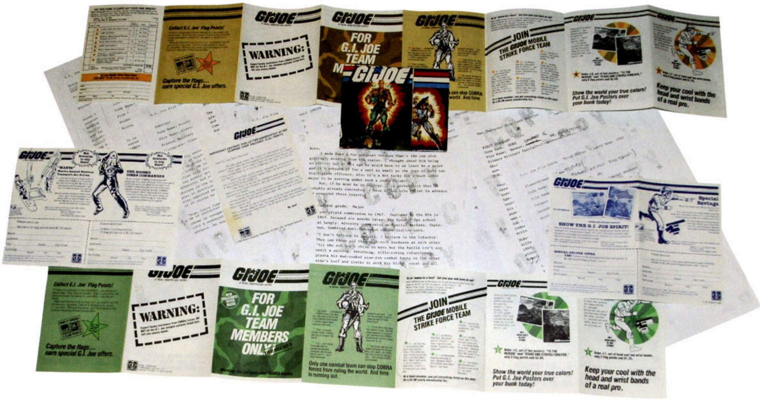
Series III 1984

The third series of figures and vehicles helped the G.I. Joe line to build upon its previously established popularity in 1984, and so these excellent toys finally entered the ranks of the bestselling lines of the year. Thanks to Hasbro’s tireless promotional efforts, the figures introduced in 1984--and some select few characters from the two previous years (Scarlett, Snake Eyes, etc.)--were featured prominently in the second Marvel/Sunbow Productions miniseries entitled “The Revenge of Cobra,” cleverly airing smack dab at the beginning of the school year: from September 10th to September 14th, 1984. This second animated miniseries allowed the G.I. Joe toy line to take a huge stride toward iconic status.

With the addition of Zartan, Hasbro pushed toward a more supernatural element in G.I. Joe. Zartan’s appearance in the canon established a fundamental difference between G.I. Joe and Cobra characters. In the G.I. Joe universe, the stalwart Joe troopers exist as honorable, dependable soldiers from the five branches of the armed services. Cobra characters however, particularly as they were portrayed in the Sunbow animated programs, emerged as “over the top” foils of the G.I. Joe Team; more similar to cartoon super-villains than insidious terrorists (with the likes of the Baroness, Cobra Commander, Destro, and Zartan in their ranks). Regardless, if it weren’t for the Sunbow cartoon, the G.I. Joe line may not have recruited nearly as many die-hard fans.

The sales of the Marvel comic book contributed to the rise of G.I. Joe as well, with Larry Hama penning some of the most crucial stories of the entire 155-issue run in 1984.

1984 also marks the very first year that Hasbro began offering figures, vehicles and weapon systems as mail-away offers via a Hasbro Direct catalog that was placed inside each and every newly-released vehicle box (see the 1984 insert catalog, “For G.I. Joe Team Members Only” [either brown or green]). Hasbro Direct would offer either overstocked or newly-minted G.I. Joe toys from pre-existing molds (since new tooling was not required). This 1984 practice set the trend for packaging promotional catalogs that offered “mail-away exclusives” in both vehicles and carded figures up until the line’s cessation in 1994. As an added incentive, items that were never released in retail stores (such as the [Hooded] Cobra Commander [1984], the MANTA [1984], and the [HALO] Parachute Pack [see 1985]) were also offered in these catalogs as low-price point exclusives to encourage children to become more involved in the collecting process.

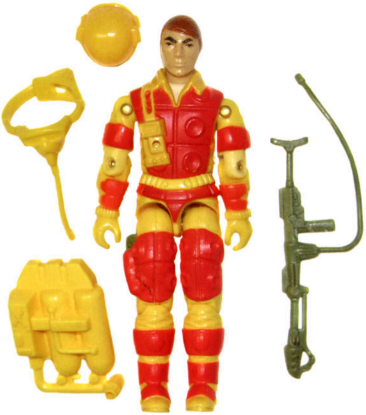


Pic of 1984's G.I. Joe "ephemera": 1984 Hasbro product catalog, Larry Hama's prototype dossiers, Manta/(Hooded) Cobra Commander insert with Headband & Wristband set (both front and back are pictured),"For G.I. Joe Team Members Only!" booklet (brown); "For G.I.Joe Team Members Only!" booklet (green).

Blowtorch

Flamethrower

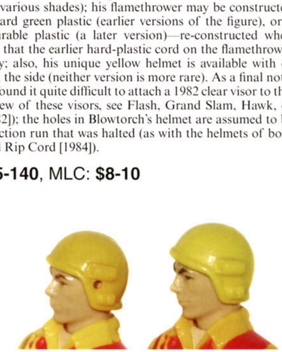
(Includes: M-7 Manpack, [M-7] Flamethrower, Helmet, Oxygen Mask)



Blowtorch's other operative code names were Pyro and Hot-Foot (from the prototype file card), and he has "made a study out of fire… [and] knows [its] effect on known construction materials, vegetation, protective shields and explosives. To [Blowtorch], the use of fire in warfare is a *science* that predates the bow and arrow." As the G.I. Joe Team's original flamethrower (and since then, there have been a few), the ultimate irony is that Blowtorch is paranoid about fire, and his file card states that he "…can't sleep unless he's near a smoke detector." Furthermore, "He always sits near the exit in movie theaters and refuses to live in any structure where he can't safely jump out the windows… [which is] not irrational to him. These are actions based on intimate knowledge [from the prototype dossier]."

Blowtorch's figure has three variants worth noting, and neither is more valuable than the other. His figure's face can have either dark or light eyebrows (various shades); his flamethrower may be constructed out of a stiff, hard green plastic (earlier versions of the figure), or a softer, more durable plastic (a later version)—re-constructed when Hasbro realized that the earlier hard-plastic cord on the flamethrower broke frequently; also, his unique yellow helmet is available with or without holes in the side (neither version is more rare). As a final note, collectors have found it quite difficult to attach a 1982 clear visor to this helmet (for a view of these visors, see Flash, Grand Slam, Hawk, or Short-Fuze [1982]); the holes in Blowtorch's helmet are assumed to be part of a production run that was halted (as with the helmets of both Mutt [1984] and Rip Cord [1984]).

MOC: **$105-140**, MLC: **$8-10**



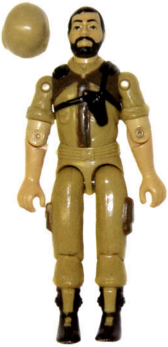
Blowtorch helmet variations.

CLUTCH

VAMP Mark II Driver

(Includes: Helmet)

Included with the VAMP Mark II.



This version of the character is frequently referred to as "Tan Clutch" because this casting is exactly like the 1983 version of Clutch, but it features a desert paint scheme (as does "Tan Grunt" [1983]).

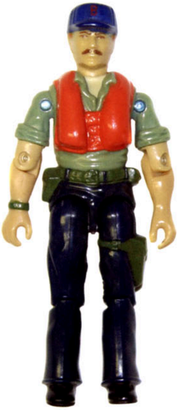
For a full bio on the character, see Clutch (1982).

MOC: **N/A**, MLC: **$8-10**

CUTTER

Hovercraft Pilot

Included with the Killer W.H.A.L.E. Hovercraft.



Larry Hama explained many years ago that if he could make a prospective toy buyer laugh aloud during a Hasbro sales pitch, then the company had already won half the battle: the battle of filling retail pegs with their product. Take Cutter's file name, for example: "Stone, Skip A."

As the first member of the G.I. Joe team to be affiliated with the U.S. Coast Guard, Cutter spoke with an Eastern New England accent on the Sunbow cartoon, and exhibited his file card's "... iron will and contrary nature, laced with a truly bizarre sense of humor..." in the Marvel comic book. In action figure form, Cutter sports a Boston Red Sox hat, an odd accoutrement as the Coast Guardsman's POB is Kinsley, Kansas--but this shouldn't be surprising: many Hasbro designers who worked at the company's headquarters in Pawtucket, Rhode Island were fans of New England sports teams. Growing up in Kansas, Cutter wished for a life at sea, even though his hometown is "exactly 1,561 miles from San Francisco and NYC". Although he was never accepted at Annapolis (the U.S. Naval Academy), Cutter "opted for the Coast Guard Academy instead."

Regarding Cutter's 3 3/4" plastic incarnation, it should be noted that his action figures have many different shades of facial hair, ranging in color from dark brown to a red-brown. As a final note, the alternate code names included on Cutter's prototype file card are Speed-Boat, Drydock, Hurricane, and Cruiser.

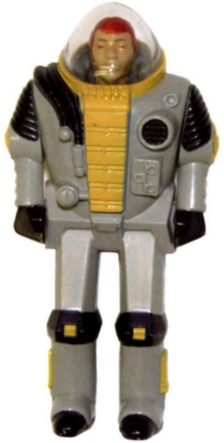
MOC: **N/A**, MLC: **$8-10**

DEEP SIX

S.H.A.R.C. Diver

(Includes: Bellows)

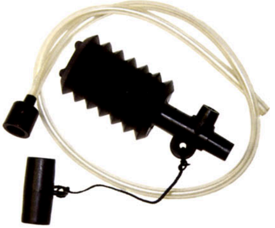
Included with the S.H.A.R.C.



Deep Six's action figure is considered to be complete with or without the complex bellows system that accompanies a MISB S.H.A.R.C. Flying Submarine (1984), where the bellows functions as a pump that allows a collector to (according to the S.H.A.R.C.'s box text) "make 'Deep Six' submerge or surface."

As a character, Deep Six developed a reputation for being extraordinarily introverted, soft-spoken, and solitary--to the brink of rudeness. Deep Six "never won any awards for being friendly. [He] became a Navy diver... so [he could] be alone" (from his file card). As a solitary soldier, Deep Six enjoys many hobbies that can be practiced alone: bottle cap collecting, New York Times crossword puzzles, and solitaire.

MOC: **N/A**, MLC: **$5-8** (without bellows system) **$10-12** (with complete bellows system)

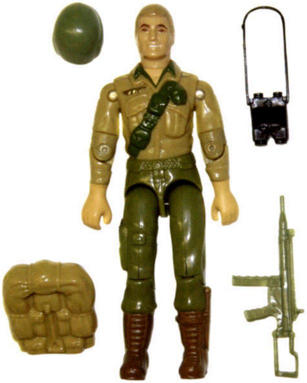


Deep Six's bellows.

DUKE

First Sergeant

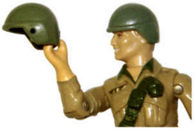
(Includes: Binoculars, Helmet, Assault Pack, M-32 Submachine Gun)



This is the first time that Duke was available carded (MOC), as all previously released Duke figures were mail-away versions of the character (see Duke, 1983). Since this 1984 carded version of Duke never included the tiny flag sticker that the 1983 mail-away came with, a loose Duke figure is considered complete without this tiny patriotic label. As previously mentioned in his earlier entry, Hasbro initially wished Duke to be a staff-grade *officer*, but ultimately the toy company acquiesced to a lower-ranked character. However, Larry Hama was prepared to bump Duke's rank (from First Sergeant [E-8] to Major [O-4]), and so provided Hasbro with the following file card "inserts" (from the prototype dossier): "Current grade; Major," "Battlefield commission in 1967. Captured by the NVA [North Vietnamese Army] in 1969. Escaped six months later. Ran Special Ops School at Langley [either Langley Air Force Base, or more likely at CIA Headquarters at Langley]. Advisory commission on Special Warfare. Chairman, Combined Anti-Terrorist neutralization unit."

In place of a Peer Personality Profile--or comments provided by a superior officer--is a powerful quote from Hama's prototype dossier, issued by Duke himself (and published here for the very first time): "I don't believe in gadgets. I believe in the infantry. They can throw all that high-tech hardware at each other 'til the sun don't shine no more, but the battle isn't won until a walking, breathing, rifle-toting infantryman plants his mud-soaked size-ten combat boots on the other side's turf and claims it with his blood, sweat and all the ammo he can carry." For the rest of the First Sergeant's bio, see Duke (1983).

NOTE: Some Duke figures have cuffed sleeves, similar to many of the early G.I. Joes (see Stalker, 1982). Duke figures with these cuffed sleeves are a much more difficult-to-find variant of the toy.



Duke helmet variants: with and without holes.

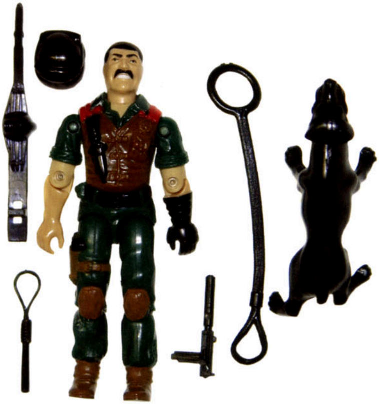
MOC: (rare cuffed sleeve version) **$475-750**,
MLC: (rare cuff sleeved version) **$18-22**
MOC: (regular sleeved version) **$375-550**,
MLC: (regular sleeved version) **$15-18**

NOTE: *For a mailer box (mail-away) price for Duke, see his entry in 1983, as Duke was not released in a mailer box in 1984.*

MUTT

Dog Handler (K-9)

(Includes: "Junkyard," Ingram MAC-11 with Silencer, Night Stick, Leash, Face Mask, Helmet)



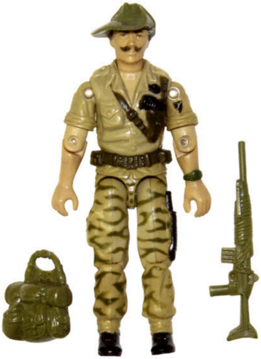
According to their prototype dossier, the operative code names of Mutt and Junkyard were Dog-Face and George (or alternately, Mutt and "Dawg"), and this prototype file card suggests that Mutt was called Dog-Face up until the action figure's actual production, as the toy's design showed that "Dog-Face's" face mask is reminiscent of a dog's snout and muzzle. Regardless, Mutt is considered "…simply a natural with animals. He likes them and they like him. The problem is that he gets along better with dogs than he does with people." As for his action figure, Mutt's helmet (like both Blowtorch and Rip Cord, 1984) is available with or without holes in the sides, perhaps in anticipation of attaching a 1982 clear visor to it, yet it is fairly difficult to attach one of these clear visors to the helmet. These holes are assumed to be a product run that was halted.

MOC: **$105-140**, MLC: **$12-15**

RECONDO

Jungle Trooper

(Includes: Cross Country Backpack, M-1 4E2X Rifle)



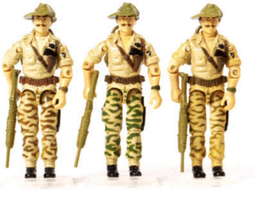
Recondo is the Joe's resident jungle specialist, and his original code name was "Boonie-Rat" (the term for [an experienced] combat infantryman from the Vietnam War) on the prototype file card. Recondo "plain and simple hates the cold," for, "There's nothing he likes better than to be hauling a rucksack through the brush and sweating through his cammies. When he's in the jungle, he owns it. Anybody else is trespassing." Recondo is an excellent soldier, partly because of his function as a cadre (training staff) member of the Jungle Warfare Training Center, and partly because of his long list of weapons proficiencies.

When putting together this book, I recorded some anecdotes from a veteran of one of the most prestigious qualifications that could be earned by soldiers during the Vietnam War: graduating from the MACV (Military Assistance Command, Vietnam) Recondo School in Nha Trang, South Vietnam. This veteran stated that the MACV Recondo School was "...a sort of finishing school for LRRP's [Long Range Reconnaissance Patrol(men)]."

Recondo's rifle is similar to an M-14 with a custom stock and (molded) bipod--a popular weapon sculpt with collectors, as it appears that the rifle's barrel is wrapped in camouflaged cloth. The figure's cross country backpack can either be plugged into the hole on the figure's back or can be hand-carried while pretending to slog Recondo through the jungle...

NOTE: *Recondo comes with three different variations of camouflage patterns (the brightest green is most rare variation [add $30 to MOC and $5-8 to mint, loose complete samples]).*

MOC: **$105-140**, MLC: **$10-12**

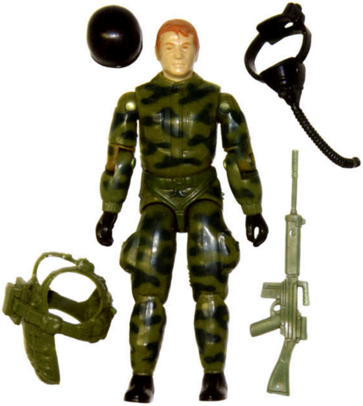


Recondo's three different camouflage patterns.

RIP CORD

HALO Jumper (High Altitude Low Opening)

(Includes: Parachute Pack, Helmet, Oxygen Mask, SLR-W1L1 Rifle with Sight)



As a soldier, Rip Cord is a dedicated airborne infantryman whose life-long love of flying has been described in great detail on his prototype dossier: "Ripcord [sic] always wanted to fly. Or so he thought. He joined the Civil Air Patrol in high school and worked and saved for his single engine flying lessons. On his first flight behind the controls, he discovered that it just wasn't enough. He wanted to fly like a bird, without an airplane around him. He discovered sky-diving and he was never the same again. But sky-diving is an expensive hobby. The Army gave him the opportunity to jump out of perfectly good airplanes and the G.I. Joe team let him jump from much higher latitudes."

Furthermore, Rip Cord's prototype dossier provides collectors with an excellent Peer Personality Profile (from an anonymous team member): "Let's say you got what you call a trouble spot in some remote hostile out-back. You can't sail in, walk in, or ride in. What you do is you send a plane in so high that it can't be seen or heard and this guy Ripcord jumps out and drops like a rock for thousands of feet and opens his 'chute at the last possible moment to avoid visual and electronic detection. What he does once he hits the ground you don't want to hear about."

As a final note, Rip Cord's helmet, like Mutt and Blowtorch's from 1984, is available with or without holes in the side. Yet, as it is fairly difficult to attach a clear 1982 visor to the helmet, these holes are assumed to be a Hasbro production run that was stopped.

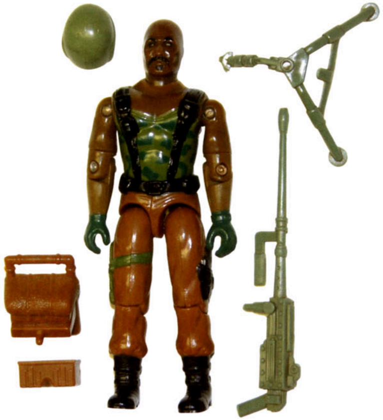
For more on the technique of HALO jumping, see the Parachute Pack (1985).

MOC: **$105-140**, MLC: **$12-15**

ROADBLOCK

Heavy Machine Gunner

(Includes: Backpack, M-2X Machine Gun with Tripod, Ammo Box, Helmet)



Roadblock's operative code names were Steamroller, Hardball, and "Bubba" (Larry Hama's missive to Hasbro regarding the latter prototype code name: "Personal note from Hama: I really dislike the name 'Bubba' -- It's racist, derogatory and stupid. 'Nuff said"). Regardless of these prototype code names, Roadblock's background reads as follows (from his prototype dossier): "[Roadblock's] lifelong dream was to be a gourmet chef. He was working as a bouncer in the Biloxi [Mississippi] area to earn enough money to attend the Escoffier school in France when an army recruiter convinced him that the army could train him in the basics and that later he could use the G.I. Bill to further his gastronomic education. Upon enlistment, he discovered army menus and preparation techniques too appalling for his cultured tastes and promptly transferred to the infantry."

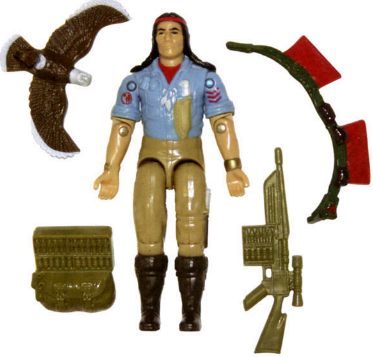
As the Heavy Machine Gunner of the Joe team, Roadblock's rifle is modeled after the army's M-2 machine gun, the .50 caliber Browning (more specifically, the air-cooled M2HB on an M3 tripod)—a crew-served machine gun used primarily by *teams* of men. Yet Roadblock holds this formidable weapon on his own, even though the gun "... weighs 84 pounds without the tripod" (from the prototype dossier). In the Sunbow cartoon, Roadblock's character was rendered in an odd manner, speaking in quick, catchy rhymes. As regards the action figure's equipment, Roadblock's helmet is a modified version of the light-green helmet included with Steeler (1982) or Zap (1982), and is similar to the early variant of Duke's (1983) helmet—it comes without visor holes (Duke and Roadblock did not come packaged with visors). Furthermore, Roadblock's backpack is broken up into two parts, 1) an ammo box, and 2) a main pack that can hold his machine gun's M3 tripod.

MOC: **$165-210**, MLC: **$12-15**

SPIRIT

Tracker

(Includes: Arrow Cassette Pack Breechcloth, Auto-Arrow Launcher, Eagle [Freedom])



Where Airborne's (1983) oil-rich parents groomed their son for a career in law and politics, "Charlie Iron-Knife [came] from a family so far below the poverty line that they never realized they were poor. Charlie put himself through high school working as a hunting guide but he wanted a doctorate in psychology. He opted for the Army and the G.I. Bill, doing his initial service time during the late sixties in various parts of Southeast Asia." The prototype file card implies that Spirit Iron-Knife did indeed finish his college degree in civilian life--with either a master's or bachelor's degree in *psychology*--an important fact that sheds light on his character, yet one never mentioned in his mass-produced dossier: "He completed his education as a civilian but opted to return to the service--for reasons inexplicable to anyone other than a Native American mystic warrior."

Knowing that Spirit-Iron Knife received a college degree in psychology illuminates his prototype dossier's Peer Personality Profile, giving it more "punch": "Charlie is a Shaman--a medicine man. He's not a healer or a priest or a witch doctor--In fact, there isn't any equivalent in our culture for what he is unless we had shrinks that could actually help people."

As with Mutt & Junkyard (1984), Law & Order (1987), and Spearhead & Max (1988), Spirit Iron-Knife is also paired with a "pet"--albeit an animal not given a proper name on the action figure's card front. ":Freedom, Spirit's Iron-Knife's Bald Eagle."

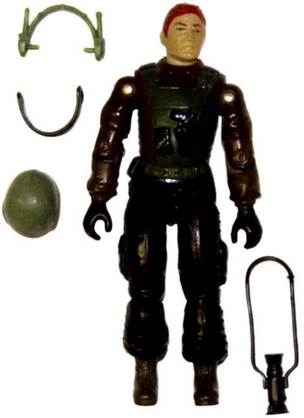
MOC: **$105-140**, MLC: **$15-20** (depending on the condition of gold paint around his wrist bands)

THUNDER

Self-Propelled Gun Artilleryman

(Includes: Helmet, Visor, Radio Headset, Monocular)

Included with the Slugger.



As a Self-Propelled Gun Artilleryman, Thunder drives the Slugger: basically a 155mm Howitzer; a "Self Propelled Cannon" on wheels. The sound of the Slugger firing HE (high-explosive) projectiles does not bother Thunder, as he is accustomed to the sound of loud noises, for "[He] grew up next to a foundry.

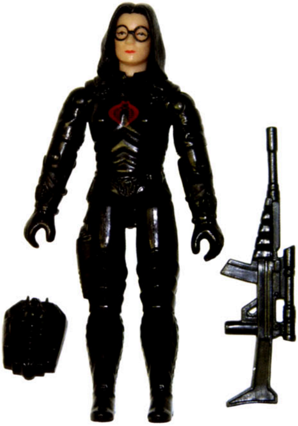
Thunder came with some interesting accessories for a vehicle driver in 1983: a monocular (a miniature, low-powered spotting scope to judge distances for the firing of projectiles), and a three-piece headgear set consisting of a light-green helmet, a black visor (with a notch for his nose, distinctly different from the no-notched black visor that was included with Starduster [1987]), and a radio headset/muffler system (for field communication and protection against fired shells).

MOC: **N/A**, MLC: **$12-15**

BARONESS

Cobra Intelligence Agent

(Includes: Backpack, High-Density Laser Rifle)



As an intelligence officer, the Baroness has been involved in many of Cobra's highest-profile missions, one of which led to her face being "severely burned during a Cobra Night Attack Operation and [so she] has had extensive plastic surgery" (see Marvel Comics' *G.I. Joe* #16, "Night Attack!"). Along with functioning as Cobra Commander's strong right hand, the Baroness is amorous with the masked arms dealer, Destro (1983). So then, "...her principle weakness is in the division of her loyalty between Cobra Commander and Destro. Her chief strength would seem to lie in her ability to play them against each other."

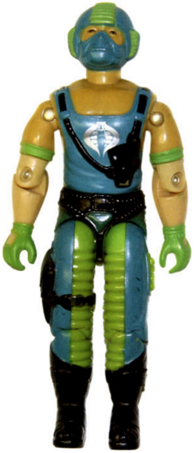
Commenting upon the Baroness' accent, Larry Hama had this to say: "I never wrote her with an accent. That was added by the animation people. I think the 'Anastasia DeCobray' was a name she made up herself. [As far as I am concerned] she was an AMERICAN student studying abroad in Europe who got radicalized... I was thinking of the Beider/Meinhof gangs [German radical terrorists of the 1970's] or the Red Brigades [the *Brigade Rossi*, an Italian terrorist group of the 70's and early 80's]). The animation people did the accent. I never really watched the cartoon, so I never realized they gave her an accent, so I never even subconsciously changed the writing of the comic to match the stuff..."

MOC: **$290-375**, MLC: **$18-24**

COPPERHEAD

Water Moccasin Pilot

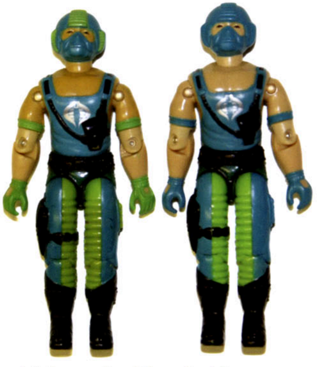
Included with the Cobra Water Moccasin.



In the vintage line, Copperhead had the potential to become a well-rounded Cobra villain (with the likes of Wild Weasel [1984] and Firefly [1984]), but somewhere along the line his character fell flat.

As an action figure, Copperhead was sold at retail in two different versions: arms, head, and legs with light-green paint applications, and a rarer variant with dark-green paint applications.

MOC: **N/A**, MLC: (regular uniform) **$12-15**, (dark green gloves) **$20-30**



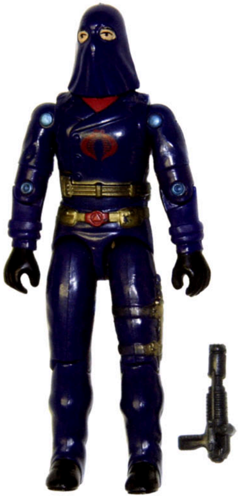
Light and dark green gloved Copperhead figures.

ENEMY LEADER

["Hooded"] Cobra Commander

(Includes: "Venom" Laser Pistol)

Mail-Away Exclusive



This version of Cobra Commander is known in collector's circles as "Hooded Cobra Commander," and was a Hasbro Direct mail-away offer, solicited for a good long while (from 1984-1990). This incarnation of Cobra Commander portrays the Enemy Leader as he was initially seen in Marvel Comics' *G.I. Joe #1 (1982)*, shouting to the captured "Lady Doomsday" (Dr. Adele Burkhart): "My dear Dr. Burkhart—you will soon see the distinct advantages of having no scruples whatsoever!"

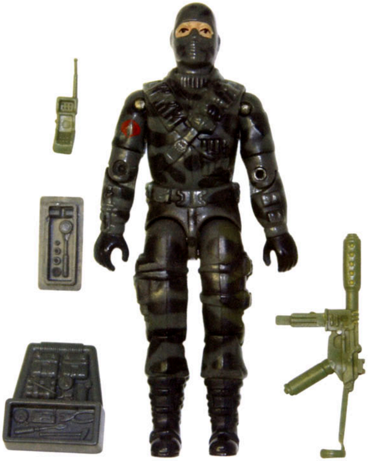
Due to this toy's lengthy distribution period, "Hooded Cobra Commander" is a common figure to find on the secondary market. Collectors should be careful to check the gold paint applications on all loose samples, as these paint apps rub off easily. For a longer bio, see Cobra Commander (Enemy Leader, 1982, 1983).

Mint in Sealed Mailer Box: **$35-45+**, Mint in Sealed Baggie: **$32-40,** MLC: **$10-12** (depending on condition of gold paint)

FIREFLY

Cobra Saboteur

(Includes: Demolition Backpack with panel, Sub-Machine Gun, Walkie-Talkie)



As a saboteur, Firefly (prototype code names: Monkey-Wrench, Sapper) is a respected Cobra Saboteur (an agent who plots a deliberate act of destruction or disruption in which equipment is damaged) whose "fees are paid into a numbered Swiss bank account and are always payable in advance. He makes no guarantees and gives no refunds. [He is] known by his work" (from the prototype file card). Furthermore, "The Firefly is thoroughly familiar with all NATO and Warsaw Pact explosives and detonators… [and] we can safely assume that he has comprehensive knowledge of mechanical and structural engineering since he always places his charges in the one place that affords maximum damage…There is of course no hard data on his weapons qualifications…"

Firefly is a calculated, clever, and patient Cobra agent who has achieved worldwide renown due to of his insidious infiltration skills, as evinced by his prototype dossier. In disguise, "The Firefly served in the French Foreign Legion Paras [the Parachute Regiments of the "Légion Étrangère"] as Michel LeClerc; in Biafra [the briefly-existing secessionist state in southeastern Nigeria (ca. 1967-1970)] as Helmuf Knopf; in Nicaragua [the largest nation in Central America--perhaps visiting during the time of their revolution (1961-1990)] as George Winston." It is at some time after this that Firefly becomes an agent of Cobra.

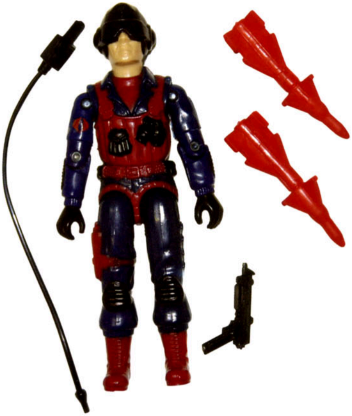
As a final note, Firefly's walkie-talkie is regarded as one of the rarer accessories in the line, and can sometimes sell for $20 on its own (collectors: make SURE this piece is colored green, and therefore not from a Battle Gear Accessory Pack). Sealed on his 1984 card, Firefly has commanded prices up to $1,000 in AFA (Action Figure Authority) NM-NM+ graded condition. Loose Firefly figures have two different shades of eyebrows: brown or black. Neither is more difficult to obtain.

MOC: **$375-600**, MLC: **$25-38**

SCRAP IRON

Cobra Anti-Armor Specialist

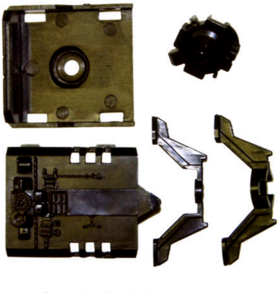
(Includes: RAR Pistol, Missile System with Remote Activator, 2 Missiles)



Like Copperhead from the same year (1984), Scrap-Iron had the potential to be well-developed character, but was chronically underused in both the Marvel comic book and Sunbow cartoon. In the fictional G.I. Joe universe, Scrap Iron works for M.A.R.S. (Military Armaments Research System), where: "It is believed that [he] was a designer for Destro's armaments company who worked himself up to being a field representative and product demonstrator" (prototype file card).

The Cobra Anti-Armor Specialist is fanatical about his job, and this obsession is exhibited in his Personality Profile: "Scrap Iron is excruciatingly methodical and precise. There is no margin for error in his universe. Imperfection in any form repels and disgusts him. Perhaps that's why he wants to blow up the world…"

MOC: **$105-140**, MLC: **$12-15**

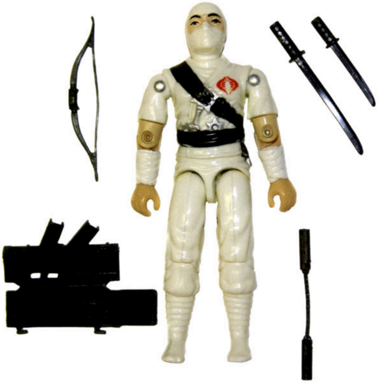


Scrap-Iron's missile system parts.

STORM SHADOW

Cobra Ninja

(Includes: Long Bow, Quiver, Two Samurai Swords, Nunchaku Sticks)



According to the Marvel Comic, the Cobra Ninja known as Storm Shadow (prototype code name: Ghost-Shadow) was born one Thomas S. Arashikage, whose Japanese family name is pronounced Ara-shi- ("Storm")-ka-ge ("Shadow"). With information gleaned from his lengthy prototype dossier, it can be revealed that Storm Shadow "...can trace his family history back through thirty generations of assassins. His forefathers worked for feudal lords developing espionage and martial arts secrets that were handed down only to family members. He can scale sheer walls with bare hands and feet, remain immobile and silent for long periods, move with blinding speed and endure unspeakable hardship and pain."

As a character, Storm Shadow met Snake Eyes during their stint in the Vietnam War, both of them serving as members of an LRRP (Long Range Reconnaissance Patrol). When stumbling upon an encampment of North Vietnamese soldiers, the Viet Cong opened fire on the "lurps" (members of the LRRP), and Snake Eyes was wounded. Thomas raced through a hail of gunfire to save his injured comrade. During this time, the two soldiers became fast friends during the war, and afterward Thomas offered Snake Eyes a position in his family's business—where they "were all ninjas, of course" (see Marvel Comics' *G.I. Joe* #26, "Snake Eyes: The Origin" [Part One]). After Storm Shadow was blamed incorrectly for his uncle's death, he joined the ranks of Cobra in hopes of flushing out his uncle's true assassin. Ultimately, he found that man to be Zartan (1984), and as a result of this knowledge, Storm Shadow left the Cobra organization to join the G.I. Joe Team (see Storm Shadow, 1988).

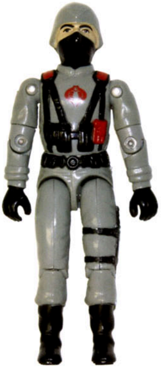
As regards Storm Shadow's accessories, collectors should note that the figure's bow is frequently found broken on loose samples; inspect this accessory carefully. Furthermore, loose Storm Shadow figures were molded in a white plastic that is prone to yellowing due to either its advanced age (25+ years) or sun exposure. This propensity to yellow makes obtaining a pure-white Storm Shadow figure (as with Snow Job, 1983) very difficult.

MOC: **$375-600**, MLC: **$35-60** (based on the condition of the accessories and the degree of figure "yellowing")

THE ENEMY

Cobra Stinger Driver

Included with the Cobra Stinger.



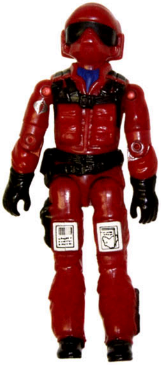
This would be the final Cobra trooper figure in the vintage G.I. Joe line (1982-1994) to have the oversimplified code name of "The Enemy." This appellation was discarded in order to add more specialization to Cobra's legions of soldiers. The Cobra Stinger Driver figure is--in essence--a repaint of the same mold as the swivel-arm Cobra Officer (The Enemy, 1983).

MOC: **N/A**,
MLC: **$10-15**

WILD WEASEL

Cobra Rattler Pilot

Included with the Cobra Rattler.



Wild Weasel is widely-known as the best pilot in Cobra's legions. Although a minor player in Cobra Command, he has a vast knowledge of "...close-support aircraft [ranging] from jury-rigged civilian conversions to ultra state-of-the-art flying weapons platforms."

In Wild Weasel's file card, Larry Hama pointed out an editing error in the following sentence: "Wild Weasel cut his teeth in the ***bus*** [bold and italics mine] wars of South America and Africa during the last decade." When questioned about these "bus wars," Mr. Hama stated: "They [the copy editors at Hasbro] left an 'H' out of that sentence ['***bush*** wars']... [and] a typo must be at fault." So then, Wild Weasel gained his early experience as a fighter pilot ("cut his teeth") in the *Bush* Wars of South America and Africa (i.e. the South African-Angolan Conflict, the Rhodesian Bush Wars, etc.]) during the 1970's.

In Wild Bill's profile of Wild Weasel, the G.I. Joe pilot had this to say: "He may be a back shootin', low down snake in the grass, but the boy can fly like nobody's business. You gotta respect the skunk for that! Hey--what did Voltaire say? 'To forgive our enemies their virtues--that is the greater miracle'?" Larry Hama quoted Voltaire (the French Enlightenment writer/philosopher, 1694-1778) often in the G.I. Joe canon, as many of the essayist's pithy phrases dealt with the themes of civil liberty, freedom, and social reform.

NOTE: *There is a variation of the figure where the two maps on his thighs are reversed. Neither one of these is more difficult or expensive to find than the other.*

MOC: **N/A**, MLC: **$6-10**

ZARTAN

Master of Disguise

(Includes: Backpack, Face Mask, Shield, Two Knee Pads, Pistol)

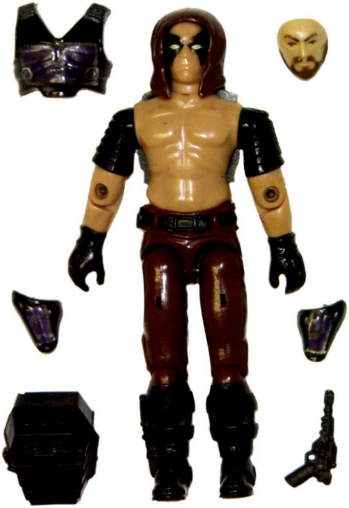
Included with the Chameleon Swamp Skier.

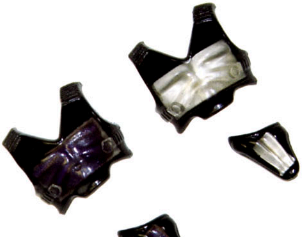
Zartan (an anagram or jumbling of "TARZAN" [confirmed, but not named, by Larry Hama]) was sold as were most of the smaller vehicle drivers: packaged in a box with his Swamp Skier Chameleon, the vehicle's blueprints/instructions sheet, and a small window in the bottom left corner of the box. Zartan was Hasbro's first foray into the realm of the supernatural, as both his character on the Sunbow cartoon and his plastic action figure would "change their skin color" in sunlight. This unique characteristic ("poisoned skin") was never featured in the Marvel comic book, where Larry Hama described that Zartan's perception-altering capabilities were rooted in hypnotism and holography as opposed to the cartoon's nod toward genetic mutation.

Zartan's file card lists his military training as "unknown," but it is assumed that he received "European military academy training (probably St. Cyr)." The École Spéciale Militaire de St-Cyr ("Special Military School of Saint Cyr") is the premiere military academy in France, chosen by Larry Hama because "...aside from Sandhurst [located in Berkshire, England], it was the only other European military school I could think of." After completing his military training, Zartan became "a master of make-up and disguise, a ventriloquist, a linguist, an acrobatic-contortionist, and a practitioner of several mystical martial arts." With an infamous reputation, and existing as one of the finest archers in the world (he is a better archer than even Storm Shadow, says Larry Hama), he was approached by Cobra Commander (Enemy Leader, 1982) to assassinate Snake Eyes (1982). According to the narrative, Snake Eyes' family perished in an automobile accident that also killed the Commander's brother (who was driving drunk). After an enlightening revelation, Zartan refused to go through with the assassination, so Commander blackmailed the shape-changer, forcing Zartan to follow through with the hit. Zartan then arrived at the household of Storm Shadow's family, where Snake Eyes was living at the time, and mistakenly killed Storm Shadow's uncle (the "Hard Master") in the melee. Zartan the assassin fled, and Storm Shadow was blamed for his own uncle's death. The young ninja then swore to find his uncle's true killer. After forming the Dreadnoks, Zartan became an agent of Cobra and eventually he and Storm Shadow confronted one another regarding the death of the ninja's uncle. For a more extensive bio on Zartan, see his 1993 entry.

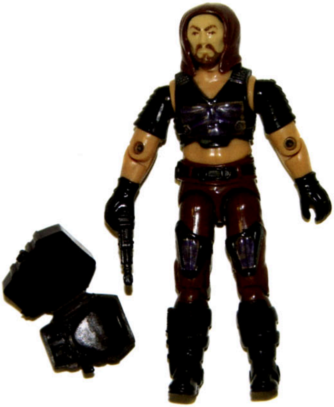
NOTE: *Zartan comes with two thigh and one chest pad that included a sheet of heat-sensitive stickers ("thermo labels"). Zartan is considered complete with or without these stickers on his accessories.*

MOC: **N/A**, MLC: **$25-30+** (due to the intricate nature of his accessories)



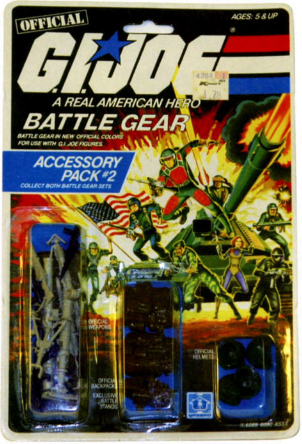


Zartan's chest shield and knee pad with and without heat sensitive sticker sheets.



Zartan wearing his accessories.

BATTLE GEAR ACCESSORY PACK #2


OFFICIAL
AGES: 5 & UP
G.I.JOE
A REAL AMERICAN HERO
BATTLE GEAR
BATTLE GEAR IN NEW OFFICIAL COLORS FOR USE WITH G.I. JOE FIGURES
ACCESSORY PACK #2
COLLECT BOTH BATTLE GEAR SETS
OFFICIAL WEAPONS
OFFICIAL BACKPACKS
EXCLUSIVE BATTLE STANDS
OFFICIAL HELMETS

Mint on Mint Card: **$20**, MOC: **$12-15,** MLC: **$8-10**

Includes:

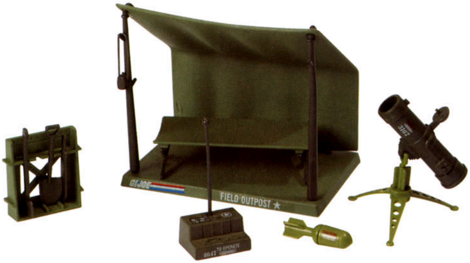
Marine Jungle Backpack (Gung Ho)
1 brown Helicopter Assault Trooper Backpack (Airborne/Duke)
1 brown Mine Detector Backpack with three Mines (Tripwire)
1 light gray Bazooka (Zap)
1 light gray Mortar with Stand (Short-Fuze)
1 light gray XM-76 Grenade Launcher (Gung-Ho)
1 light gray XM-16 Attack Rifle (Airborne)
1 light gray Rescue Flare Launcher (Doc)
1 light gray XMLR-3A Laser Rifle (Snow Job)
1 dark blue Rocket Launcher (Major Bludd)
2 dark blue High Density Laser Guns (Destro)
1 dark blue Laser Pistol (Cobra Commander)
1 dark blue AK-47 Attack Rifle (Cobra Officer)
1 dark blue Dragunov (SVD) Sniper Rifle (Cobra) 4 green Helmets
(2 regular issue, 1 Airborne Helmet, 1 Doc Helmet)
2 brown Battle Stands
1 brown

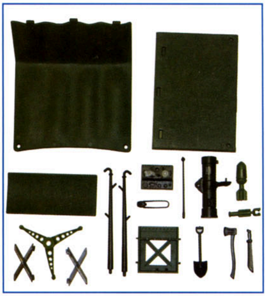
These weapons are not the same colors as the standard G.I. Joe accessories. If you find a weapon or accessory for a G.I. Joe figure that doesn't match the colors designated in this book (underneath the individual figure entries), then it's possibly from the current Joe line (1997-present), or from a Battle Gear Accessory Pack (these BGAP weapons are valued at a fraction of the original weapons included with single-carded figures).

WARNING: Many online G.I. Joe dealers include these much less valuable BGAP weapons with incomplete G.I. Joe figures and sell these figures as "Mint, Loose and Complete." Unless they advertise these weapons and accessories as "[Battle Gear] Accessory Pack" weapons, then the buyer is being misled (for example, the weapons included in Battle Gear Accessory Pack #2 were mainly green, brown, light gray, and dark blue in color, not the dark gray or black used for the weapons of the original carded figures).

BIVOUAC

(Battle Station)


G.I.JOE
FIELD OUTPOST



The Bivouac's easily lost pieces.

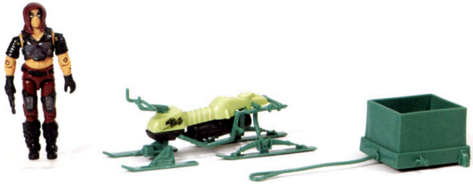
The G.I. Joe Team's Bivouac Battle Station was a basic accessory set solicited to complement G.I. Joe action figures, and functions as a "forward observation post with light gear and rocket launcher" that included the following accessories/pieces: cot, two cot base support legs, a tent canvas, tent base, two tent support poles, XM-65 fiberglass rocket launcher with tripod base, accessory rack, field radio with removable antenna (often found missing in loose samples), shovel, axe, machete, 16 oz. canteen (often found missing in loose samples), and 98mm projectile.

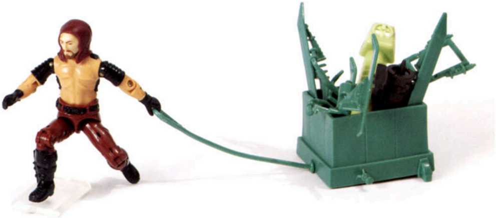
MISB: **$75-100**, MIB: **$20-25,** MLC: **$10-15**

CHAMELEON

(Swamp Skier)

(Includes: Zartan figure)





Zartan in disguise with "box of junk".

Like its companion figure Zartan, the Chameleon also has color-changing capabilities ("sunlight and temperature changes affect [its] colors"), as the ultra-violet rays from the sun turn the seat of the vehicle a darker shade of green. The Chameleon easily disassembles in order for Zartan to pull its parts within the included towing trailer. For, with his face mask on and him toting a box full of junk, Zartan was "in disguise."

Easily lost pieces of the Chameleon include the frame, engine, lower faring, body, rear fork, handlebars, two rear skis, front skis, tow cable, and towing container.

***NOTE:** Since the Chameleon could be disassembled entirely, all parts should be present for it to be considered complete.*

MISB: **$300**, MIB: **$60-70,**
MLC: (with Zartan) **$40-55,**
MLC: (separate) **$5-10**

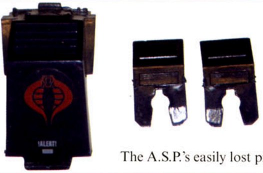
COBRA A.S.P.

(Assault System Pod)

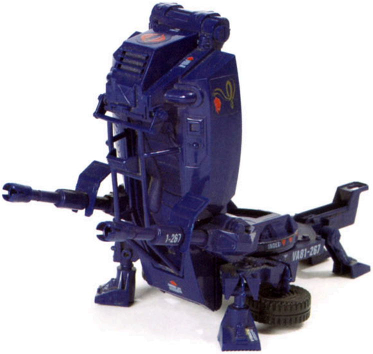
The Cobra A.S.P. is a unique Cobra anti-aircraft cannon; the first Cobra armament with the capacity (via a tow hook) to be carried into battle by another vehicle while in its "rolling position" (for "towing" vehicles, see Cobra H.I.S.S. [1983] and Cobra Stinger [1984]). The Assault System Pod is a formidable weapon with many action features: dual synchronized 120mm "Eliminator" cannons (with shell-proof deflector shields), a protective roll cage, removable generator cover, retractable stabilizer pads and wheels that lower and raise to transform the A.S.P. into a stationary cannon with raised pod, what the instructions refer to as its "battle position" (with a 360° rotation of fire). Collectors should note that any action figure placed into the A.S.P. pilot's seat should have their knees bent in order to fit inside the cockpit.

Easily lost pieces include two (2) shell-proof deflector shields, and one generator cover.

MISB: **$100**, MIB: **$15-20,** MLC: **$5-10**

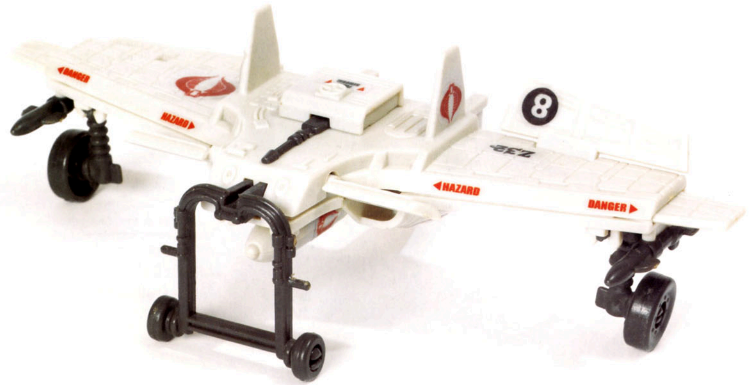


The A.S.P.'s easily lost pieces.



COBRA C.L.A.W.

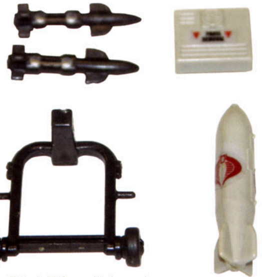
(Covert Light Aerial Weapon)



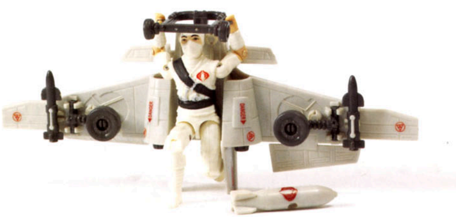
The Cobra C.L.A.W. ("Cobra's one-man enemy battle wing with removable venom missiles and flashfire bomb" [from the box front]) was featured prominently in Cobra Command's weapons arsenal, achieving fame and prominence for being the motivating factor behind the narrative in the infamous G.I. Joe story from Marvel Comics' *G.I. Joe* #21, "Silent Interlude." As an experimental weapon, the C.L.A.W. possesses nap-of-the-earth flying ability which allows it to travel virtually undetected by most conventional radar devices. With retractable wing tips ("to adjust for pretend flight patterns"), a 2000 rpm 7.6mm machine gun (with removable machine gun access shroud), two unguided 10-lb HE-8 Venom missiles, 2x DES (Data Encryption Standard-core)/mini-55 turbojet engines, a DES/28-B 750 lb. "Flashfire" bomb (used when the aircraft is a remote; without a human pilot), fold-down landing wheels, pivoting ailerons, and fingertip roller-type controls, this vehicle is a "troop builder" for most die-hard collectors.

Easily lost pieces include two (2) venom missiles, "Flashfire" bomb, handlebars, and removable machine gun access shroud.

MISB: **$110-130**, MIB: **$20-25+**, MLC: **$7-12**



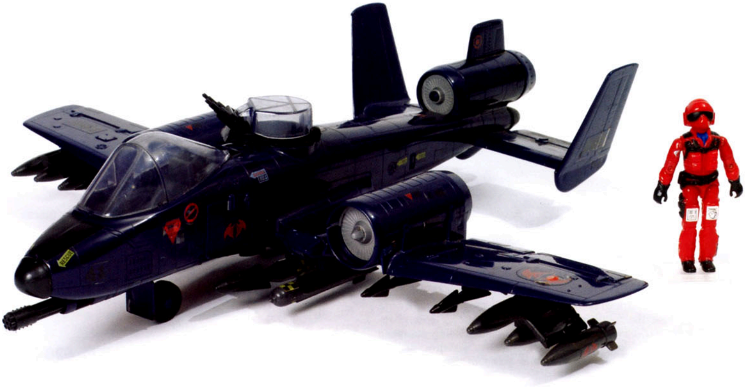
The C.L.A.W.'s easily lost pieces.



COBRA RATTLER

(Ground Attack Jet)

(Includes: Wild Weasel figure)

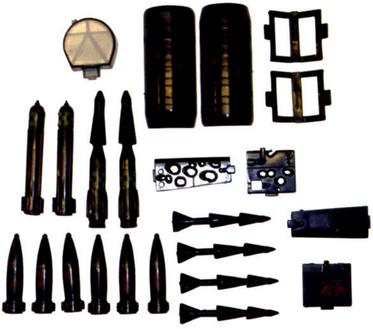


The Ground Attack Jet, code-named Rattler (known to Cobra troopers as the "Tank-Smasher"), is the standard large aircraft of the Cobra legions. It possesses VTOL lift off (Vertical Take-Off and Landing), and a bevy of rockets and bombs. The special features of the aircraft include: six PL MK-48 wave-sensor cluster-bombs, four AEA-56 quick thrust short-range missiles, two Lorads (Long Range Air Defense System) constant-scan ion-seeking missiles, two EO-118 Electro-optical "Renegade" missiles, a unique Cobra Airborne sigil (!), three "run flat" tires on aluminum alloy wheels (i.e. manually retractable landing gear), two removable engine covers (protecting the high-bypass continuous ratio turbofan engines), and pivoting wings that rotate on a metal wing shaft housed within the body of the toy.

With a Kerry CDV-9B "Jawbreaker" nose cannon, a roof-mounted twin 40mm multiple-fire cannons, and two "battle damage" panels, this aircraft was a child's dream, and laid waste to many a G.I. Joe infantry squad.

On the secondary market, the Cobra Rattler: Ground Attack Jet is a large price-point vehicle (yet originally retailed for a mere $9.90), as there were many small pieces for children to lose, but the most commonly misplaced of these pieces include: two (2) removable battle-damaged fuselage panels, two (2) removable regular fuselage panels, fourteen missiles (see above), two engine covers, machine gun (from the upper roof), and the fragile turret shell.

MISB: **$400-450**, MIB: **$90-120,** MLC: **$40-75** (depending on condition)

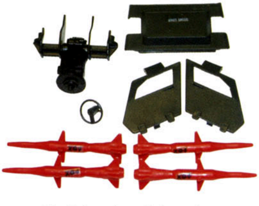


The Rattler's easily lost pieces.

Cobra Stinger

(Cobra Night Attack 4-WD)

(Includes: The Enemy: Cobra Stinger Driver figure)



The Stinger's easily lost pieces.

The Cobra Stinger, "With Four Removable Ground-to-Air Rockets" (from the box front) became the standard jeep in Cobra Command's arsenal. Detailed in dark gray with a flat black molding, the Cobra Stinger came with the following features: four pivoting ground-to-air rockets with 360° base of rotation, opening and closing gull-wing doors, an exterior crew deck to transport two extra Cobra soldiers, a ram bar to break through blockades, a removable roof panel, a 4.8 liter V-12 fuel injected engine with a top speed of 140 mph (range of 550 miles), a tow-hook, and a faux heavy duty winch.

Easily lost pieces include four (4) rockets, roof cover, two (2) doors, steering wheel, and rocket launcher.

MISB: **$375-450**, MIB: **$45-60,** MLC: **$20-30**

Cobra Water Moccasin

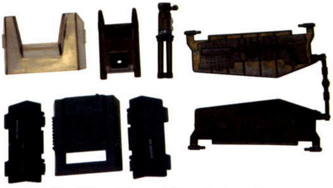
(Includes: Copperhead figure)

The Water Moccasin had many action features: twin 44mm lateral "Destructor" cannons, a boron-epoxy composite military-grade hull (thinner and lighter than aluminum), 20mm roof-mounted DES-20B twin machine guns, a remote guided "Gator" surface torpedo, removable engine cover, anti-glare targa (removable) roof panel, pivoting directional vanes, two removable storage/weapon bin covers, and ample room for two extra troops on the exterior crew decks (for a total crew of three [3] including the driver).

The easily lost pieces on the Water Moccasin include the removable roof panel, surface torpedo, turret gun, engine cover, two fan vanes with attachments, and two storage covers.

NOTE: *Be very careful with the fan and fan vane assembly, as these are prone to breakage.*

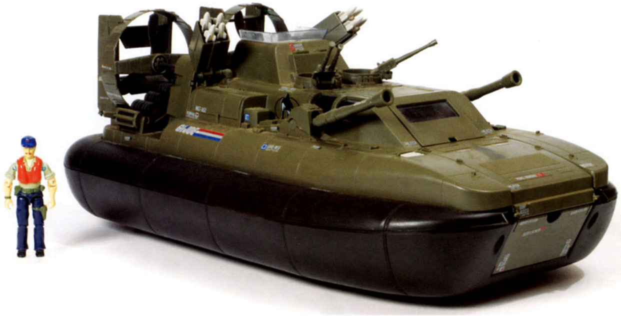
MISB: **$275-300**, MIB: **$35-40,** MLC: **$12-18**

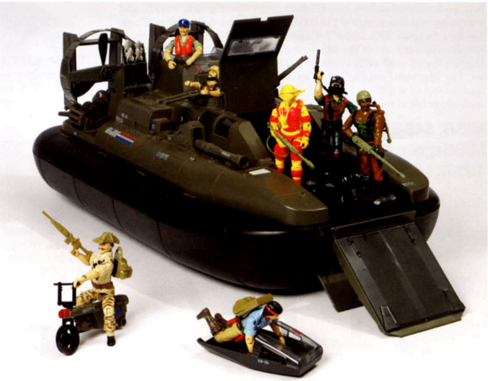


The Water Moccasin's easily lost pieces.

KILLER W.H.A.L.E. HOVERCRAFT

(Warrior: Hovering Assault Launching Envoy)
(Includes: Cutter figure)



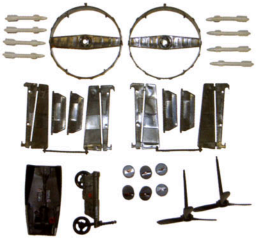


Appearing frequently on the Sunbow cartoon and in the Marvel comic, the Killer W.H.A.L.E. came replete with a puncture-resistant steel mesh/nylon composite cushion, six SD-30 (actually, the U.S. Navy's Mark VI) depth charges, an HL-66 Lightweight Surveillance Cycle, twin diesel engines, 105mm port and starboard cannons, and 1.75" twin "Thrasher" anti-aircraft guns. This Killer W.H.A.L.E. toy had a many special features that added play value to the hovercraft: a hidden compartment cover underneath the ship, a fold-out ramp (and fold-up cockpit door ["hydraulic powered cabin door"]) with which to board troops, propellers that spin with the push of a button, propeller shrouds with two sets of movable vanes, two removable engine covers, cannons that raise and lower, two quad-tube surface-to-air missile launchers with four missiles a piece, two pivoting anti-aircraft guns that rotate 360°, a spring-launched free-wheeling recon sled with protective shroud, a "Type C" launching depth charge rack, a flying-bridge command post for Cutter (1984), and a removable, free-wheeling surveillance cycle.

Easily lost pieces include the surveillance cycle, recon sled (in two pieces, the sled and sled shroud), six (6) depth charges, eight (8) missiles, two (2) missile boxes, four (4) steering vanes (attach to rear fans), two (2) rear fans, two (2) vane attachments (link bars).

NOTE: *Be careful when inspecting the fan assembly on the rear of the W.H.A.L.E., as the entire assembly is very fragile.*

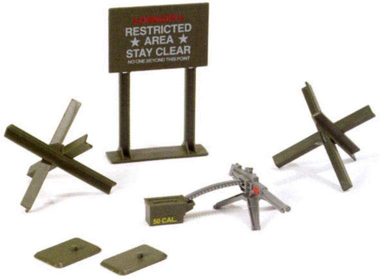
MISB: **$500-575**, MIB: **$95-135**, MLC: **$55-75**



The W.H.A.L.E.'s easily lost pieces.

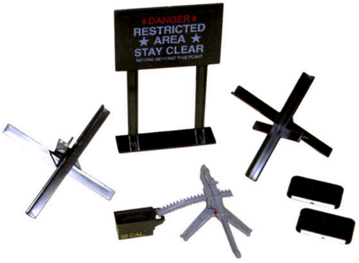
MACHINE GUN DEFENSE UNIT

(Battlefield Accessories)



The Machine Gun Defense Unit was a small accessory set used to complement G.I. Joe action figures' battle scenes. The Machine Gun Defense Unit's easily lost pieces include two (2) tripod ("double-cross") barricades (4 parts total), a 750 rpm EX-344 universal machine gun (with EX-344 tripod base unit attached), a 50 caliber ammunition belt, an ammunition box, two (2) dark green figure posing stands, and a warning restriction sign ("DANGER: Restricted Area -- Stay Clear; No One Beyond This Point"). Collectors should be aware that there was a variant edition of the Machine Gun Defense Unit produced as a Hasbro Direct mail-away via their 1992-1993 "Battlefield Accessories" set. The Machine Gun Defense Unit included with this mail-away set is molded out of a different-colored, darker green (almost black) plastic than the original retail defense unit.

MISB: **$45-55**, MIB: **$15-20,** MLC: **$5-10**
MISBaggie: **$30-35** (mail-away variant 1992-1993); MLC: **$10-15**

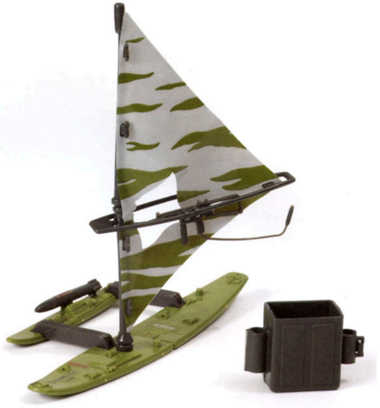


Variant Hasbro Direct mail-away version

M.A.N.T.A.

(Marine Assault Nautical Transport; Air Driven)

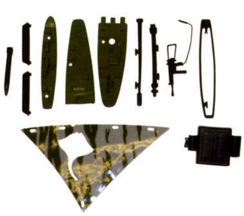
Mail-Away Exclusive



The M.A.N.T.A. wind surfer is a common toy to find in mint, loose, complete, and MISP (Mint in Sealed Package) condition. As the M.A.N.T.A. was offered as a mail-away from approximately 1984-1987, and was relatively cheap to obtain ($1.00 + 5 Flag Points), many consumers added this piece to their collection. The M.A.N.T.A. is entirely composed of easily lost pieces, including a two-piece mast, a large green two-piece surfboard, low-stretch main sail (with manta ray window), green outrigger (side board), two black outrigger supports, backpack, rifle, sail-to-mast attachment (twin-rail boom, with mount for machine gun), missile, and a .30 cal. rapid-fire machine gun with (attached) remote control.

The designs of the M.A.N.T.A. are based on that of a modified windsurfing board (with side-pontoon and boom-mounted machine gun). The entire M.A.N.T.A. can be taken apart, and its disparate pieces fit into the included hard-shell backpack. As a final note, the M.A.N.T.A. was never available in retail stores, only as a Hasbro Direct exclusive; earliest offerings arrived packed loose in a mailer box, while later releases were packaged in a mailer baggie.

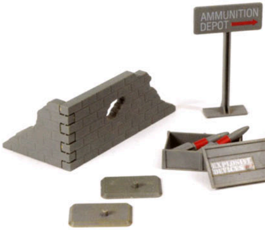
MISB: **$35-45** (sealed in mailer box [early release] or baggie [later release]) **$15-22**, MLC: **$6-10**



The M.A.N.T.A.'s easily lost pieces.

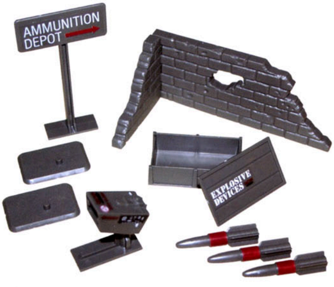
MISSILE DEFENSE UNIT

(Battlefield Accessories)

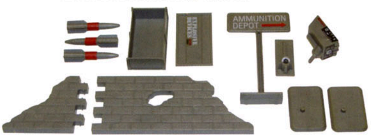


The Missile Defense Unit was a small battlefield accessory set with a solid amount of play value. This defense unit, with its crumbling brick wall and crate of missiles, was a decent seller off retail pegs. The Missile Defense Unit came replete with the following hard-to-find/easily lost pieces: two-piece brick targeting wall, two-part EX-83A 55mm missile launcher (launcher and pedestal unit), tri-pak missile crate with removable lid, two (2) silver-gray figure posing stands, sign post ("Ammunition Depot"), and three (3) EX-83A 55mm long range missiles. Collectors should note that there was a variant edition of the Missile Defense Unit produced as a Hasbro Direct mail-away via their 1992-1993 "Battlefield Accessories" set. The Missile Defense Unit included with this mail-away set is molded out of a slightly different-colored silver-gray plastic than the original retail defense unit. Furthermore, the two-piece brick targeting wall for the Hasbro Direct mail-away has bullet holes dotting its brick façade.

MISB: **$45-55**, MIB: **$15-20,** MLC: **$5-10**
MISBaggie: **$30-35** (mail-away variant, 1992-1993); MLC: **$10-15**



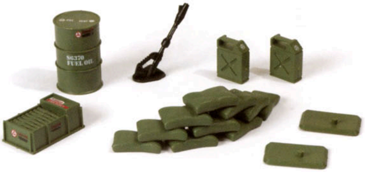
Variant Hasbro Direct mail-away version.



The Missile Defense Unit's easily lost pieces.

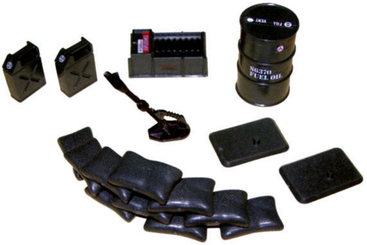
MORTAR DEFENSE UNIT

(Battlefield Accessories)

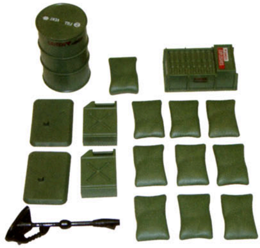


The Mortar Defense Unit was a small battlefield accessory set which is memorable to many collectors because of its ten stackable sandbags. The Mortar Defense Unit has numerous easily lost parts, including a 55 gallon fuel drum, two (2) 18.9 liter gas cans, ten (10) molded plastic sandbags, an EX-335 LWCM 60mm light weight company mortar, a solid crate (of non-removable 60mm selective-detonation mortar projectiles), and two (2) medium-green colored figure posing stands. There was a variant edition of the Mortar Defense Unit produced as a Hasbro Direct mail-away in their 1992-1993 "Battlefield Accessories" set. The Mortar Defense Unit included with this mail-away set is molded out of a darker-colored green plastic than the original retail defense unit.

MISB: **$45-55**, MIB: **$15-20,** MLC: **$5-10**
MISBaggie: **$30-35** (mail-away variant, 1992-1993); MLC: **$10-15**



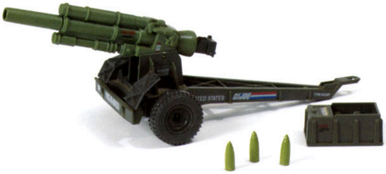
Variant Hasbro Direct mail-away version.

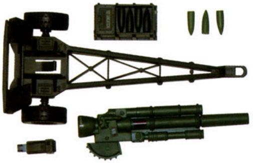


The Mortar Defense Unit's easily lost pieces.

MOUNTAIN HOWITZER

(Battle Station)





Mountain Howitzer's easily lost pieces.

The Mountain Howitzer was another Battle Station set; a general purpose field artillery weapon designed for use by artillery soldiers on the G.I. Joe team (for soldiers with "Artillery" as their PMS [Primary Military Specialty] [see Grand Slam, Hawk, Short-Fuze, or Zap, all 1982]). Since the G.I. Joe Mountain Howitzer was based directly on the designs of the U.S. M101A1 Light Howitzer, the weapon therefore injected a real-world authenticity into the fictional G.I. Joe canon.

Similar to the HAL (1982), the MMS (1982), and the Twin Battle Gun (1983), the Mountain Howitzer came with a tow-able trailer chassis, allowing it to be transported by any G.I. Joe vehicle with a tow hook (see VAMP Mark II, 1984). Some of the features of the Mountain Howitzer Battle Station are as follows: armor shields, 50x magnification binoculars with a tripod base, an opening/closing semi-automatic loading breech, three (3) EX-700 High-Explosive Anti-Tank (HEAT) rounds, an EX-700 series aluminum-barreled howitzer with cast iron insert, and an ammo box.

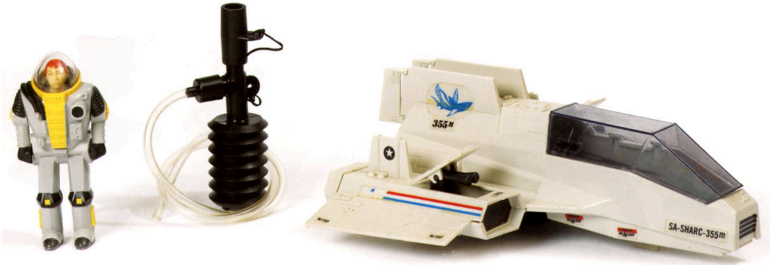
Easily lost pieces include the main howitzer cannon, howitzer base, shell box, three shells, howitzer shield, breach, binoculars, and tripod.

MISB: **$55-65**, MIB: **$14-18,** MLC: **$8-10**

S.H.A.R.C.

(Flying Submarine [Submersible High-Speed Attack and Reconnaissance Craft])

(Includes: Deep-Six figure)

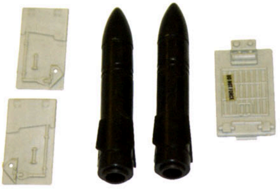


Deep-Six's Flying Submarine, code named the S.H.A.R.C., was used in the Marvel comic and the Sunbow cartoon as an all-purpose fighter--comfortable in both the air and sea--with underwater and aerial dogfight capabilities. With its boron-epoxy skin set over a titanium frame, the S.H.A.R.C. has many action features and modifications: twin 30mm (pop-up) "Tidalwave" cannons, an impact-resistant tinted "gullwing" canopy, two movable vertical stabilizers, and two SHARC series-1 acoustic-homing ASW (Anti-Submarine Warfare) torpedoes.

The S.H.A.R.C.'s easily lost pieces include two ASW torpedoes (frequently missing), engine ventilator screen, and two cannon covers.

MISB: **$275-350**, MIB: **$40-45,** MLC: **$12-15**

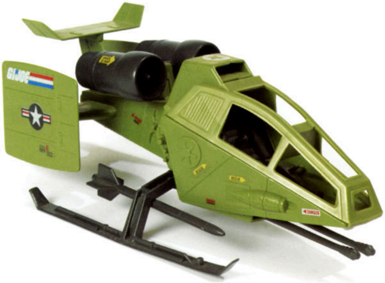
***NOTE**: The bellows packaged with the S.H.A.R.C. have also been included/pictured with Deep-Six (1984), as they are used in conjunction with that figure, and not the vehicle.*

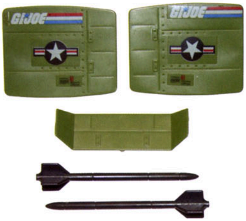


The S.H.A.R.C.'s easily lost pieces.

SKY HAWK

(One Man V.T.O.L. [Vertical Take-off and Landing Aircraft])





The Sky Hawk's easily lost pieces.

The Sky Hawk had the same VTOL (Vertical Take-Off and Landing) capability as the Cobra Rattler (1984), yet shared some elements of an "autogyro" as well (*sans* the helicopter blades). VTOL was a British development in the 1950's, but saw practical application in the U.S. during the late 1960's and early 1970's, when USAF fixed-wing aircraft engineers applied this ability to U.S. aircraft. The importance of VTOL is that it allows aircraft to easily insert or retract troops, as these planes can land or liftoff in almost any environment (urban, rural, jungle, or desert).

As a VTOL aircraft, the G.I. Joe Team's Sky Hawk is equipped with twin SK34 Series-1 high bypass turbofan engines, twin 20mm "Thunderclap" cannons mounted under the cockpit, two fuselage mounted Vulcan 20mm cannons, and two signal-processing air-to-surface rockets ("SPATS"). Most collectors consider mint, loose, and complete samples of the Sky Hawk to be an "army builder" because it is inexpensive and easy to obtain (purchasing multiples of these toys in order to amass an army), but they must take care that all three wings are intact (horizontal stabilizing tail fin, and two [2] vertical stabilizer side planes).

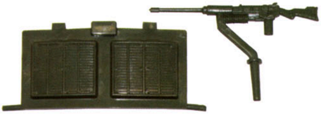
Easily lost pieces are the two (2) "SPATS" rockets, horizontal stabilizing fin (as it did not "snap" into place—it rested on the tail of the Sky Hawk), and two (2) side planes.

MISB: **$75-90**, MIB: **$25-30,** MLC: **$6-10**

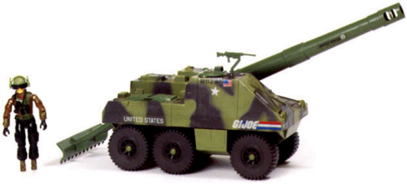
SLUGGER

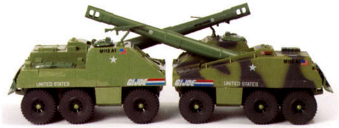
(Self-Propelled Cannon)

(Includes: Thunder figure)



The Slugger's easily lost pieces.





Comparison of the retail (camouflaged) Slugger and the mail-away (non-camouflaged) Slugger.

The Slugger: Self-Propelled Cannon was the G.I. Joe Team's fully mobile, four-wheel drive, 175mm "Slugger" Howitzer that shares similarities with the U.S. Army's M109 155mm Self-Propelled Medium Howitzer that was first introduced in the late 1960's. Regardless of its real-world origins, as a three-dimensional toy, the Slugger also came with many action features: a nylon/titanium (composite) honeycomb hull armor, a self-planting stabilizer blade to allow for the cannon's forceful firing of shells, a removable .30 caliber quick-sequence machine gun that some collectors consider to be Thunder's (1984) accessory (I have included it here with the Slugger itself), a hinged cover that lifts to reveal hidden engine detail (the engine compartment ventilator/access hatch), a moving main cockpit entry hatch, and a tow hook.

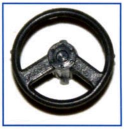
Collectors should note that the Slugger came in two different versions: a retail-issued version with a prominent camouflage pattern, and a Hasbro Direct mail-away (post-1984) that lacks the original version's camouflage paint scheme, and also comes with a variant edition of the Slugger's blueprints/instructions as well (this variant sheet adds the following text: "Slide Thunder into hatch and close cover for battle!"). Loose samples of the non-camouflage variant Slugger are rarer and more valuable than the camouflaged retail release.

Easily lost pieces include the removable .30 cal. quick-sequence machine gun, main cockpit entry hatch (with detachable pin), and engine cover.

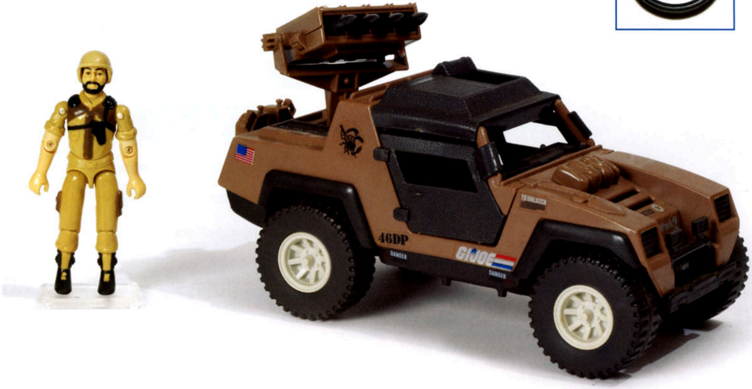
MISB: **$250-275**, MIB: **$35-42,** MLC: **$12-16**

VAMP Mark II

(Attack Vehicle)
(Includes: Clutch figure)



Close-up image of the VAMP Mark II's steering wheel.



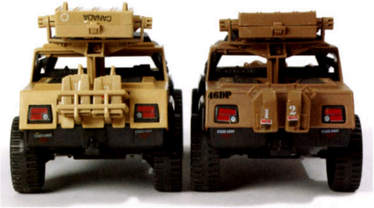
Another fine addition to the Joe arsenal, the Attack Vehicle VAMP Mark II, "With Missile Launcher and Four Removable Missiles" (from the box front), is an updated version of the original VAMP (1982), yet is "designed for top secret desert missions" (from the box front). With four "free-rolling off-road tires [on alloy wheels] for super traction," opening side doors, a removable roof canvas panel, a highly-detailed interior with [hard-to-find] steering wheel, a 360° rotating missile launcher with four (4) XK2 Stinger missiles, two (2) water cans, and a tow hook, the Vamp Mark II is the perfect desert combat jeep.

In comparison to the VAMP Mark I (1982), the VAMP Mark II now has a missile launcher instead of machine guns, two water cans that plug into the rear of the vehicle instead of gas cans that rest inside a gas can rack, opening doors with a canvas roof, and a sleeping bag and shovel mounted to the hood in place of a mini-machine gun. Therefore, Hasbro made a few modifications to the mold of the original VAMP shell in order to create both the VAMP Mark II and Cobra Stinger, giving them a distinctly different look for 1984 (for more on this change, see VAMP, 1982).

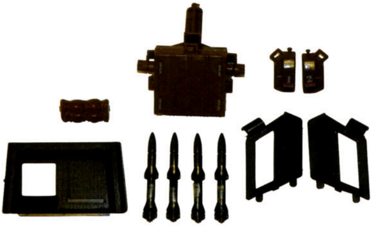
The VAMP Mark II's vehicle specifications are exactly the same as those of the Cobra Stinger (1984): a top speed of 140 mph with a range of 550 miles (because the VAMP Mark II and Cobra Stinger are exactly the same model of jeep). As a final note, enthusiasts should be aware that there is an important variant--a light tan edition--of the VAMP Mark II that is highly prized by collectors. This variant was offered as a mail-away exclusive by Hasbro Direct in 1989, and its design was different from the retail version. The mail-away variant's telltale signs of difference are a lighter overall color, the use of (tan-colored VAMP Mark I-type) *gas cans* instead of the retail-version water cans, and a body mold similar to the original VAMP Mark I. Also, the pattern molded onto the doors and canvas roof panel of the mail-away VAMP Mark II mail-away are slightly different from the retail release.

Easily lost pieces include four (4) XK2 Stinger missiles, canvas roof panel, two (2) side doors, two (2) removable water cans, detachable hood blanket, and rotating missile launcher.

MISB: (retail release) **$350-375**, MIB: **$45-55**, MLC: **$15-22**
MISBaggie: (Hasbro Direct mail-away variant): **$150-180**, MLC: **$65-80**



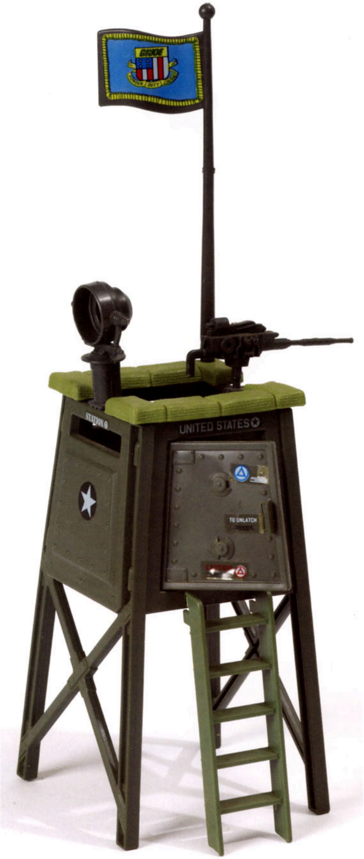
VAMP Mark II retail (right) versus the Hasbro Direct mail-away variations (left).

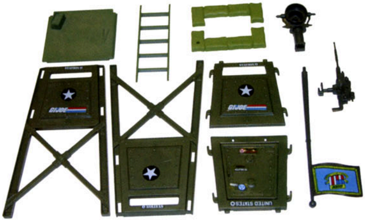


The VAMP Mark II's easily lost pieces.

WATCH TOWER

(Battle Station)



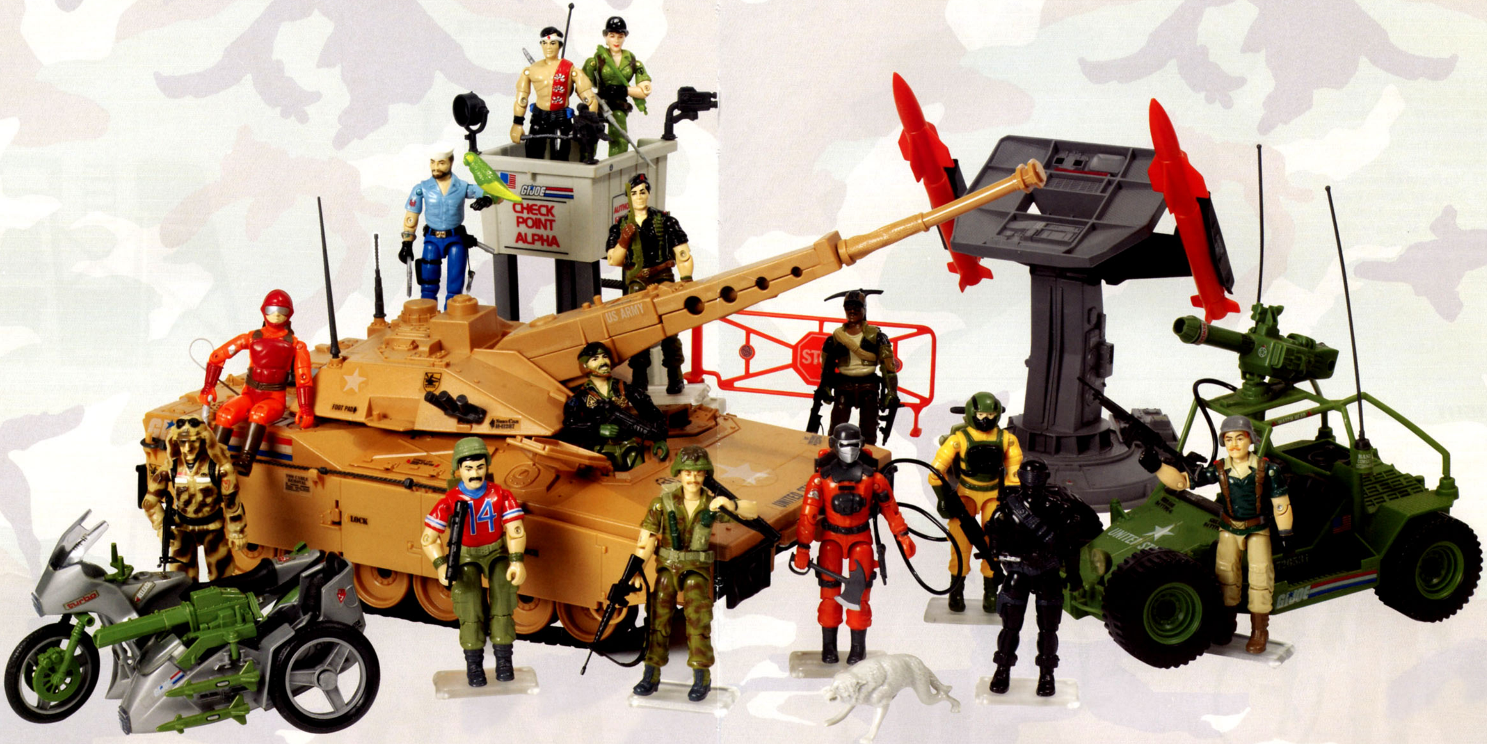


The Watch Tower's easily lost pieces.

Long view of the Watch Tower.

Although simple in its construction, the Watch Tower was comprised of a number of easily-lost pieces: a flag pole, 7.62mm general purpose mini-machine gun, tungsten spotlight, two sets of light-green molded sandbags, removable ladder, watchtower floor, back wall, front wall, two side walls, and the watchtower door.

MISB: **$60-75**, MIB: **$20-25,** MLC: **$8-10**



Series IV 1985

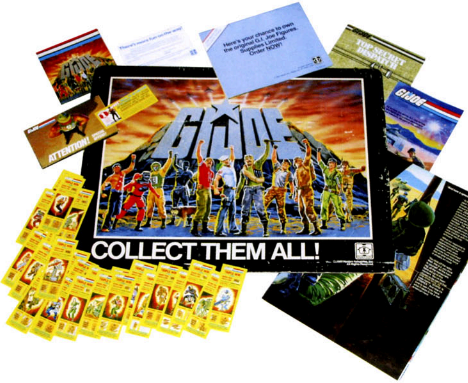
Many collectors and aficionados cite 1985 as the year that the G.I. Joe toy line became all the rage. With 28 new action figures, 25 new vehicles and accessories, a syndicated animated television program, and children's growing familiarity with popular G.I. Joe characters such as the Baroness, Cobra Commander, Destro, Duke, Scarlett, and Snake Eyes, G.I. Joe had embedded itself into the hearts and minds of American consumers.

Perhaps the most interesting aspect regarding the back story behind the creation of the characters in Series IV is gleaned from a page-long missive found attached to Larry Hama's prototype dossier for Hasbro's new 1985 Infantry Trooper character, Footloose. This note suggests that Hama had begun to question Hasbro's method of introducing an abundance of all-new characters every year, for in 1985, the G.I. Joe Team's roster was beginning to become unwieldy. In response, Mr. Hama suggested the following to Hasbro regarding their new Infantry Trooper:

"Isn't this guy a do-over of Grunt [1982]? If Grunt is being phased out or to be more precise, the Grunt figure is being phased out, then why can't the character remain the same and acquire a new wardrobe just like Snake Eyes? This could give a more concrete reality to this universe. In the comic book continuity it is possible to send the characters that are being phased out as dolls off somewhere – off panel – to be retrained and have them come back in a subsequent issue with a new costume and New Code Name. Their File Name and pertinent data would remain the same and their file cards would be updated to reflect the new training and skills... Snake Eyes is already being re-outfitted. The Desert Trooper, the Fireman and the Hostile Environment Trooper could all be retrained and re-outfitted Joes from the first run… There is a precedent for this. The Luke Skywalker figure in the Star Wars universe was released in different configurations to match the costume variations between the various sequels."

It appears that Hasbro disregarded this note, for the company believed (as well do many current collectors) that introducing a large number of new personas into the canon – while sometimes (yet not often) incorporating older characters back into the fold – would refresh the G.I. Joe line, and on this point they seemed they were correct. These innovative G.I. Joe and Cobra action figures sold like wildfire, and 1985 would become one of the most revered years of the original line's run (1982-1994).

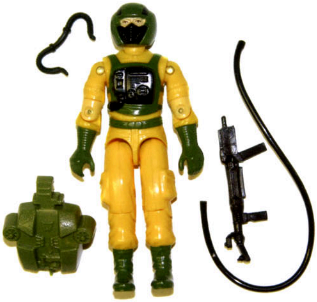
Pic of 1985's G.I. Joe "ephemera": 1985 Hasbro Product catalog, 1985 retail product "header" (to advertise figures on retail shelves), Missions booklet, Operation Freedom booklet, Attention: Special Offers! booklet (1985-1987), Top Secret Dispatch booklet, Sgt. Slaughter Action Figure Offer (action figure) insert, Triple Win Game pieces (full set of twenty-four, inserted onto MOC action figures), There's More Fun on the Way Hasbro Direct notice.


There's more Fun on the way!
Here's your chance to own the original G.I. Joe Figures. Supplies Limited. Order NOW!
TOP SECRET DISPATCH
ATTENTION!
G.I. JOE
COLLECT THEM ALL!

AIRTIGHT

Hostile Environment

(Includes: Compressor Pack, Sniffer, two Air Hoses)



Airtight was "... a weird kid who grew up to be an even stranger adult." As a child, "...[he] was the kid who could hold his breath the longest. He was also the kid who had the largest collection of plastic dinosaurs on the block. It takes a mighty weird person to walk into a cloud of toxic gas strong enough to fell a mutant weight-lifter cockroach wearing a protective suit built under contract for the government by the lowest bidder" (from the mass produced file card). With his MOS (Military Occupational Specialty) of Hostile Environment, Airtight functions as the G.I. Joe Team's resident CBR (Chemical, Biological and Radiological Warfare) Specialist.

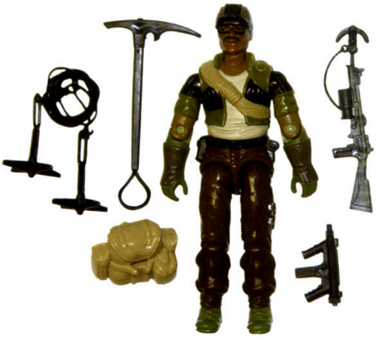
Perhaps it is eccentric nature that allows him to attend to his very dangerous job, as evinced by his Peer Personality Profile: "Airtight is an unreformed practical joker; sneezing powder, plastic barf, whoopee cushion—the whole bit! No prank is too low for him. You'd think that other Joes would hate his guts, but they don't. Because when the bad guys escalate the fire fight and start playing dirty [i.e. making use of chemical attack], it's old Airtight who suits-up and wades into the thick of it."

MOC: **$55-60**, MLC: **$7-10**

ALPINE

Mountain Trooper

(Includes: Barretta SMG-12, Mountain Pack, Climbing Axe, GRB-88 Grappling Launch Line, Grappling Hooks)



Albert M. Pine ("Al Pine") was born with a yearning to escape from his hometown, for "Every time Alpine scales a sheer cliff face piton by piton, overcoming granite and gravity with muscle and persistance [sic], he is symbolically climbing out of the quagmire of his past. That's why we send him first on vertical assaults. He doesn't take to being knocked down too easily."

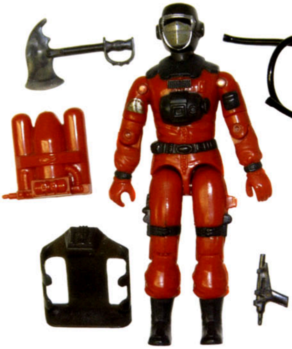
Alpine was an infrequent member of the G.I. Joe Team in the Marvel comic book, yet the Mountain Trooper made many appearances on the Sunbow cartoon—usually engaging in a tête-à-tête with his stalwart chum, Bazooka (1985).

MOC: **$60-75**, MLC: **$12-15**

BARBECUE

Fire Fighter

(Includes: Fire Axe, Foam Tanks, Nozzle Gun, Hose, Tank Bracket)



Hailing from Boston, Massachusetts, Barbecue (file name Gabriel A. Kelly) is the G.I. Joe Team's resident firefighter, a vocation he couldn't avoid because of his loyalty to family tradition. The Peer Personality Profile on Barbecue's mass-produced dossier illustrates that this Fire Fighter is the life of any party he attends, for "...he can open bottles with his teeth, pick up quarters with his ears and wrap his lips completely around the bottom of a quart Coke bottle. You may well ask how all this affects his function as the G.I. Joe Firefighter... It doesn't. It simply makes him a more interesting fellow to have around."

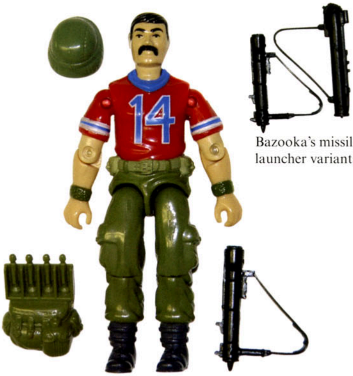
NOTE: *The edge of Barbecue's 1985 fire axe is painted with silver highlights, while his Slaughter's Marauders version (see Barbecue, 1989) is not.*

MOC: **$60-75**, MLC: **$7-10**

BAZOOKA

Missile Specialist

(Includes: Helmet, M.A.T. Missile Launcher, Missile Pack)



Bazooka's missile launcher variants.

With the prototype code names of Long Shot, Rough Tackle, Heat Man, Armor Harmer, and Hard Line, Hasbro initially wished Bazooka's MOS (Military Occupational Specialty) to be listed as a "Bazooka Soldier," yet Larry Hama provided a type-written notation to Hasbro regarding this occupation: "The armies of the *WORLD* have not used bazookas for over *THIRTY YEARS*!!! They are as obsolete as the flintlock musket. SOA [State-of-the-Art technology] is self-containing rockets, RPGS [rocket-propelled-grenades], and HEAT [High-Explosive, Anti-Tank] firing recoilless rifles [see the Carl Gustav M3 recoilless rifle (the M3 MAAWS)]..."

Regardless of this notation, the character collectors have come to know as Bazooka "...was driving an Abrams tank in the "Third Horde" (Third Armored Div.). Military aficionados will recognize that a Hasbro copy editor changed Larry Hama's prototype dossier and his mention of the "Third *Herd*" (not "Horde"). The Third Herd is the true nickname of the 3rd Armored Division.

Bazooka's action figure originally came with the same missile launcher as Footloose (1985), but this launcher was soon changed to its more acceptable version—the one pictured on his card front.

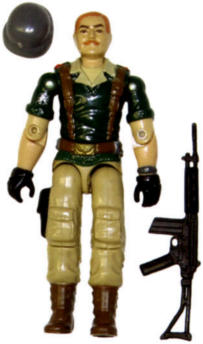
MOC: **$75-100**, MLC: **$10-12**

CRANKCASE

A.W.E. Striker Driver

(Includes: Helmet, Rifle)

Included with the A.W.E. Striker.



Crankcase's prototype file card lists his alternate code names as Fast-Lane and Roll-Bar, and he was originally designated to drive the "Rampage"—the original name for the A.W.E. Striker (1985). Crankcase is an expert Motor Vehicle Driver (his PMS [Primary Military Specialty]), perhaps because of his experience driving in Kansas prior to joining the army: "There are several ways to get from one place to another in Kansas and driving fast is most of them.

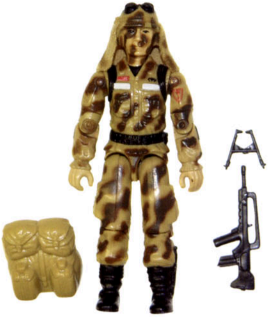
Larry Hama stated that his inspiration for Crankcase's file name (Elwood G. Indiana) was cobbled together from 1) his friend and cartoonist Elwood Smith, and 2) pop artist painter Robert Indiana. Mr. Hama has suggested that he "toyed with calling him Gary Indiana (based on the city of Gary, Indiana), but that seemed to be going too far..."

MOC: **N/A**, MLC: **$7**

DUSTY

Desert Trooper

(Includes: FAMAS Assault Rifle, Bipod, Backpack)



Dusty's file name (Ronald W. Tadur) on his mass-produced file card is a nod to/anagram of the Hasbro artist who developed the designs for every G.I. Joe action figure (and weapon) from 1982-1987: the super-talented Mr. Ronald Rudat. Mr. Rudat had this to say regarding one of his favorite action figures: "'Dusty' was named after me: Ronald W. Tadur--my last name backwards. [He was] a fun figure to design because Dusty wears a cam. uniform; a Desert Uniform. I remember seeing something like this at Natick Army Labs in Natick, Massachusettes. Dusty is wearing the correct helmet as we have today. I say this because, before the U.S. Military ever received this helmet, Hasbro designers saw it first at the Natick Army Labs. The Havelock (cloth flap) on the helmet was added because I was a Civil War reenacter and, at the beginning of the Civil War, a few militia groups wore this Havelock on the Kepi's (caps) to ward off the sun from the back of their necks. The weapons that Dusty has, as well as other weapons that the other Joes have, are based off of actual weapons but do not resemble those weapons. I designed all weapons, accessories, and labels for all the figures plus the figures themselves."

Regardless, Dusty's file card exhibits some of Larry Hama's best writing (note the cadence and meter of the prose): "Dusty loves the desert. It is clean, pure, and unforgiving. Unlike Vegas [Dusty's birthplace] which is always willing to give you a second chance."

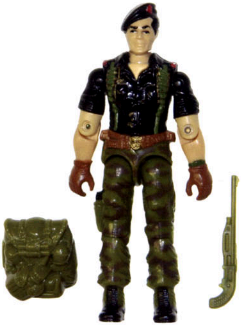
Dusty was also one of the first members of the G.I. Joe Team to be "environmentally suited" for a specific climate; he is a desert warfare specialist, similar to Snow Job's (1983) MOS as an arctic trooper.

MOC: **$105-140**, MLC: **$15-20**

FLINT

Warrant Officer

(Includes: Riot Shotgun I-12 Short Barrel, Backpack)



Any astute collector is compelled to ignore Flint's grade of E-6 (Staff Sergeant), for he is a Warrant Officer. As a Warrant Officer, Flint was effectively a senior non-commissioned officer, whose "warrant" (authorization) to that position (a "niche" rank--somewhere between E-9 [Sergeant Major] and O-1 [2nd Lieutenant]) is official after completing Warrant Officer School (to the rank of WO-1).

This file card states that Flint was a Rhodes Scholar pursuing his postgraduate career at Oxford University in England where he majored in English Literature until he was "bored by the Groves of Academe" (the academic world). As a Rhodes scholar, Flint met very strict criteria in order to be considered for the award.

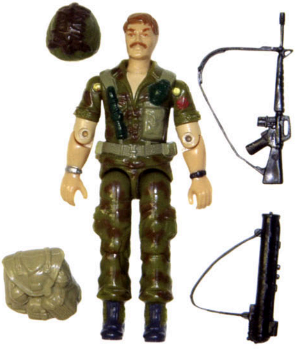
Regarding his curious file name ("Dashiell R. Faireborn"), Larry Hama provided the following information: "[His last name] was supposed to be FAIRBAIRN, not Fairborne--[his full name is a] combination of Dashiell Hammett [the hardboiled detective novelist] and [William Ewart] Fairbairn who lent his name to the British Fairbairn-Sykes Commando Knife [a deadly double-edged stiletto with foil grip]."

MOC: **$65-100**, MLC: **$10-12**

FOOTLOOSE

Infantry Trooper

(Includes: M-16, M73-A1 LAWS, Helmet, Backpack)



Footloose was a character replacement/action figure refreshment of Grunt (1982) in Series IV, as the G.I. Joe Team's original Infantry Trooper was entirely phased out of the G.I. Joe toy line by this time. Regardless of how he arrived as a member of the G.I. Joe Team (where his prototype code names were: Action, Bravo, and Grunt [perhaps as a new version?]) Footloose's character was very strange, and this is reflected in his background, as detailed on his mass-produced file card.

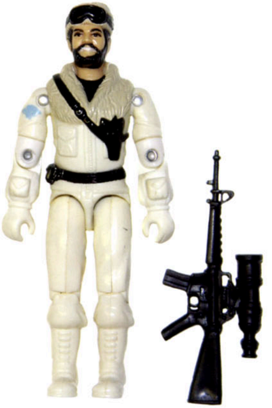
This dossier goes on to outline his inspiration for joining the army: "He was standing on the boardwalk in Venice [Beach, California] pondering something cosmic when the utter pointlessness of his existence hit him between the eyes like a runaway freight train. 'I think I'll join the Army,' he said, and promptly did." .

To better illustrate Footloose's personality, his file card's Peer Personality Profile reads as follows: "Some of the Joes think that Footloose is out there, but all he's trying to do is find himself. He's an All-American Boy who got lost on the way to the fair and he's simply trying to go home any which way he can. Most folks think they know who they are and where they're going… They're the dangerous ones!"

MOC: **$65-100**, MLC: **$7-10**

FROSTBITE

Snow Cat Driver
(Includes: Rifle)
Included with the Snow Cat.



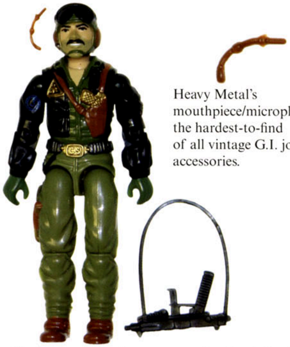
Frostbite (file name: "Farley S. Seward") was born in Galena, Alaska which is the largest city in the Yukon-Koyukuk area of Alaska. As of the year 2007, the total population was a mere 612 people in a 24 square-mile area. Therefore, the blurb regarding his birthplace on the Snow Cat Driver's mass-produced file card is quite accurate: "Frostbite was born in a place where summer is a myth and a crowd consists of two people standing on the same acre." The prototype code name for the Snow Cat half-track vehicle was "Sno Cat," while those for Frostbite were "Iceberg" and "Thin-Ice."

Regarding Frostbite's file name, much ado has been made in collector's circles (and rightly so) that "Seward, Farley S." is an obvious allusion to U.S. Secretary of State William Seward's 1867 purchase of the Alaskan territory from Czar Alexander II of Russia, what was considered a "folly" (foolish undertaking) at the time he bought the land.

MOC: **N/A**, MLC: **$5-8**

HEAVY METAL

Mauler M.B.T. Tank Driver
(Includes: Rifle, Mouthpiece)
Included with the Mauler M.B.T. Tank.



Heavy Metal's mouthpiece/microphone: the hardest-to-find of all vintage G.I. joe accessories.

Heavy Metal's proposed code names were Fast Track, Road Iron, Rolling Jack, and Bogie Wheel—but Hasbro finally settled on Mr. Hama's first suggestion: Heavy Metal. As a character, Heavy Metal grew up in the borough of Brooklyn, in New York City. "Heavy Metal enlisted to go to Finance School, his ultimate goal to become a CPA [Certified Public Accountant]. But one day at Fort Belvoir [Virginia, home of the United States Army Materiel Command], he watched a column of tanks roll by and was never the same again…"

It should be noted that Larry Hama provided Hasbro with an alternate quote for his Peer Personality Profile that has never before seen print. This profile reads: "Heavy Metal likes order. When a page long column of figures adds up correctly, that's order. When a long column of tanks line up to face the enemy, that's order on another scale." Furthermore, Heavy Metal's file name, "Sherman Guderian" alludes to the name of two different WWII references to the main battle tanks of the Allied and Axis powers: the U.S.'s M4 *Sherman* tank (America's *primary* tank during WWII, named after the Civil War general, William Tecumseh Sherman), and Germany's military theorist General Heniz *Guderian*, who was Hitler's commander of the Panzer division--where the Panzer was the main battle tank of the *German* Army. Furthermore, Ron Rudat (Hasbro's Lead Designer from 1982-1987) stated the following: "Heavy Metal was designed by me to resemble designer Greg Berdeston (Greg's face). Heavy Metal is wearing a Tankers uniform: a leather jacket over his none-catch overalls. A CS [Confederate Soldier] buckle is [prominent] on his gun belt. [Since] I was a Civil War reenacter, whenever I had the chance I put something on the figures from the Civil War."

As an action figure, a mint, loose, complete Heavy Metal (along with the "Gold Head(ed) Steel Brigade" [1987]) is ranked as one of the rarest finds in the entire vintage G.I. Joe line. This is because Heavy Metal's mouthpiece (microphone) is nearly impossible to find on loose samples of the figure. The mouthpiece alone can sell for as much as $150! Collectors should be wary of unethical online dealers who sell Heavy Metal as "mint, loose, and complete," even though they have included a dark-brown or deep-black *reproduction* "mic" with the figure; these Heavy Metals with repro mics are valued at approximately $10-15 total. Furthermore, in MISB samples of the M.B.T. Mauler, sometimes the mouthpiece was not included in the same baggie with Heavy Metal: it was thrown into the tank's parts baggies instead.

NOTE: *If you own a Heavy Metal without his trademark darkened beard, you have a Hasbro Direct variant mail-away of the figure called Rampage (1989).*

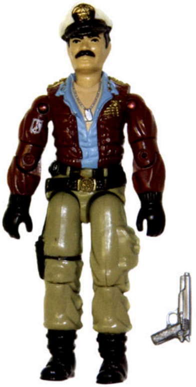
MOC: **N/A**, MLC: (complete with mouthpiece) **$140-175**, (complete without mouthpiece) **$10-15**

KEEL-HAUL

Admiral

(Includes: Pistol)

Included with the U.S.S. FLAGG.



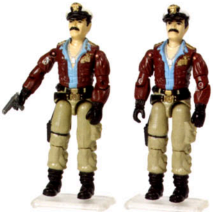
"Keelhauling" is a grim form of (nautical) corporal punishment (practiced from the mid-16th to the mid-19th century) where an offending sailor is tied to a rope and then thrown overboard, off one side of the ship, and then dragged under the base of the ship (the vessel's "keel") to eventually appear on the other side. Unfortunately, many of these vessels spent a good deal of time at sea, and as a result, the barnacles and marine growth collected on the ship's keel would then scrape and cut the sailor as a crude form of discipline.

As the commander of the G.I. Joe Team's U.S.S. Flagg aircraft carrier, Keel-Haul was old enough to remember flying Phantom F-4's "off of the Intrepid in the late '60s." This may imply that Keel-Haul gained valuable combat experience piloting a Phantom F-4--a long-range supersonic fighter-bomber utilized by the Navy, Marines, and Air Force in the Vietnam War.

Throughout his various campaigns, Keel-Haul was a highly-decorated soldier, receiving the Distinguished Flying Cross (for "heroism or extraordinary achievement while participating in an aerial flight"), the Navy Cross (the highest medal awarded by the Navy for an act "...performed in the presence of great danger or at great personal risk... [done] in such a manner as to render the individual highly conspicuous among others..."), and the Air Medal (awarded to any person within the Armed Forces who has "distinguished themselves by meritorious achievement while participating in aerial flight").

This retail version of Keel-Haul's action figure came with a white patch printed on his right shoulder, stars painted on his blue collar, and a silver Walther PPK pistol. The 1989 Hasbro Direct mail-in version of Keel-Haul was often missing his pistol, yet was always found without the printed white patch and the collar's painted gold stars. Oddly enough, mail-in versions of Keel-Haul sent to collectors after 1989 reverted back to having the patch.

MOC: **N/A**, MISBaggie: (without patch or pistol) **$35-40**, MLC: (without patch or pistol) **$6-8**, MLC: (with both patch and pistol) **$35-40**

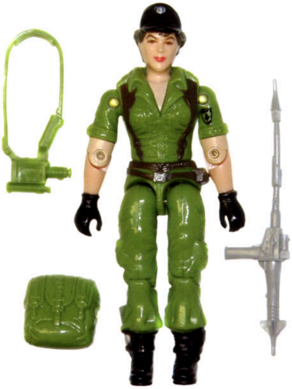


Retail version. Mail-Away.

LADY JAYE

Covert Operations

(Includes: Power Javelin, Surveillance Camera, Backpack)



Lady Jaye (prototype code names: Lady Shea, Lady Shay, Shady Lady, and Sprite) received her undergraduate education at Bryn Mawr College, an elite, highly-selective women's private school. Alison R. Hart-Burnett (Hart-Smythe in the prototype dossier) then completed her graduate studies at Trinity College in Dublin where she "acquired the faint Gaelic lilt that adorns her speech"--an accent that was never adopted by her character in the Sunbow cartoon. However, notes suggest that Larry Hama had prepared two different versions of her graduate school career to reflect either an Irish or English education: option one-- "Lady *Shea*" (a Gaelic surname), who attended Trinity College and spoke with a "*faint Gaelic lilt* that adorns her speech" (from the mass-produced file card), or option two-- "Lady *Shay*" (an Anglo-Saxon surname) who talked with a "British *upper-crust twang* that adorns her speech" (prototype file card). Mr. Hama stated that this character's code name was changed from Lady Shea to Lady Jaye in honor of "...the wife of *Jay* Bacal (hence, Lady Jaye), who was the Bacal half of Griffin and Bacal: the ad agency that held the Hasbro account for many years and had a big hand in the [Sunbow] animation."

A few other notations should be made regarding this popular character: 1) Lady Jaye's prototype MOS was originally dubbed "Infiltrator," but was eventually changed to the present "Covert Operations," and 2) a cautious change--perhaps a political one--was made to Lady Jaye's Peer Personality Profile on her prototype file card (italics are mine): "Lady Shea [Jaye] doesn't go in for that phony wig and rubber mask brand of disguise like those jokers on Mission Improbable... She *becomes* the subject: body language, subtle gesture, correct shading of dialect--the right look in the eye. *Burnoosed* and *sandaled*, she can squat down with a basket of oranges in any *Arab souk* and blend in perfectly." Here, it appears that a well-meaning copy editor excised all references to the Arab world from the last sentence of the prototype profile: a burnoose is a (typically white) woolen cloak worn by Berbers (North African people living west of the Nile) and Arabs throughout North Africa, while an Arab souk is a commercial quarter (i.e. marketplace) established within an Arab or Berber city.

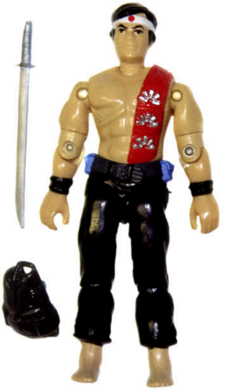
As a final note, there is a certain irony that exists when two of the best-educated members of the G.I. Joe Team--those two team members who attended elite universities--were paired together as paramours in the Joe canon: Lady Jaye completed her bachelor's at Bryn Mawr and master's at Trinity College, while Flint was a Rhodes Scholar who received his master's from Oxford University.

MOC: **$60-75**, MLC: **$12-15**

Quick Kick

Silent Weapons

(Includes: Nunchuka, Samurai Sword, Backpack)



Raised in the Watts neighborhood of Los Angeles, California (born just a few short years before the infamous 1965 riot), Quick Kick was the son of a Japanese father and Korean mother, and this mixed ancestry--along with his short stature--drew him to practice martial arts. Quick Kick's file name was "Ito S. MacArthur"--a name Larry Hama cobbled together from U.S. General Douglas MacArthur, and Japan's first prime minister, Prince It Hirobumi.

Quick Kick's action figure came in two distinct variations: the regular carded (superior) edition, and a far inferior 1991 mail-away. The plastic of the inferior mail-away is of a decidedly lower quality (and a bit "yellow' in color), and the weapons included with the inferior figure were also slightly different: his sword and nunchaku are of a much flimsier construction than their original 1985 counterparts.

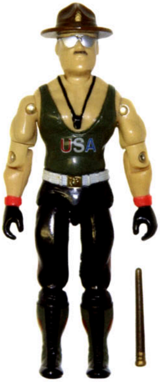
MOC: **$55-70**, MISBaggie: (mail-away) **$20-25,** MLC: (retail version) **$7-12,** MLC: (mail-away) **$5**

Sgt. Slaughter

Drill Instructor ("USA" logo)

(Includes: Baton)

Mail-Away Exclusive



This version of Sgt. Slaughter was initially offered as a mail-away in 1985 (and sporadically between the years 1985-1989), yet was never available Mint on Card. Sgt. Slaughter was a rousing success after a missed attempt to obtain the rights for Sylvester Stallone's "Rocky Balboa" character (the proposed figure was never introduced in the line). Regardless, where acquiring the Rocky Balboa character failed, the Sarge triumphed, and Sgt. Slaughter became the very first celebrity spokesman for Sunbow's *G.I. Joe* cartoon (voicing his own character), and the many Hasbro toy commercials that would follow (1987-1990).

Collectors sit on the fence as to whether or not they accept his presence in the G.I. Joe canon, as the Sarge was prominently featured in Sunbow's rousing *G.I. Joe: The Movie* (1987) and was a major player in Larry Hama's Marvel Comic. His file card states that his birthplace is Parris Island, South Carolina—an infamous location that any good Marine knows all too well, as the MCRD (Marine Corps Recruitment Depot) at Parris Island is tasked with the training of enlisted Marines (i.e. boot camp, think Stanley Kubrick's *Full Metal Jacket* [1987]).

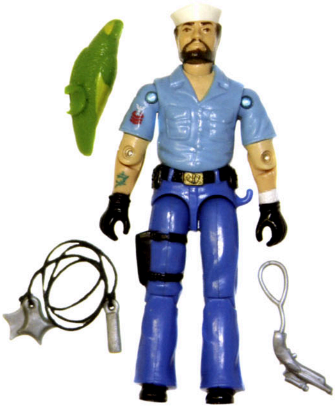
The Sarge has been a drill instructor in the U.S. Military for a long time: he received his first battlefield experience with the M-60 Patton tank, his first words after birth were "Semper Fi" (the motto of the Marine Corps: "*Semper Fidelis*"; Latin for "Always Faithful"), and it's said that when he "dresses down" (forces a troop to come into line) a "boot" (a recruit) at Camp LeJeune (the Marine Corps Base near Jacksonville, North Carolina), the "trainees cringe all the way to 'Pendleton" (the Marine Corps Base, Camp Pendleton: the major West Coast base of the USMC [located near San Clemente, California]). His file card goes on to state: "They say he can blow a month's pay in one night in Thule, Greenland. Of course, 'jarheads' [slang term for a member of the USMC (for their haircuts look as if a jar had been put on their heads; clippers were buzzed around the shape)] are prone to exaggeration. We all know it's impossible to blow a month's pay in Thule, Greenland." For information on Thule, Greenland, see Shipwreck (1985).

MOC: **N/A**, MISBaggie: **$30-35**, MLC: **$12-15**

SHIPWRECK

Sailor

(Includes: Percussion Pistol, Boarding Hooks w/3/8" line, Parrot)



On the Sunbow cartoon, Shipwreck's voice rasped like Jack Nicholson (from the film *The Last Detail* [1973]), and his attitude (along with that of his parrot, "Polly") added a good deal of comic relief. Prior to enlistment, Shipwreck (born Hector X. Delgado) "... grew up in the shadow of the Navy, specifically... the sprawling San Diego Navy Yards." The five-thousand acre San Diego Naval Shipyard (or "Naval Base San Diego") provides the U.S. Military with a place to dock the Pacific Fleet.

Shipwreck "served with distinction in the Mekong Delta [of Southern Vietnam] where hand to hand fighting with river pirates, smugglers and insurgents was the order of the day." During Shipwreck's period of service the Mekong Delta was a tricky place to fight during the Vietnam conflict. Factors, coupled with an ages-old tradition of piracy (since the 1st century B.C.), made for a challenging assignment for a soldier.

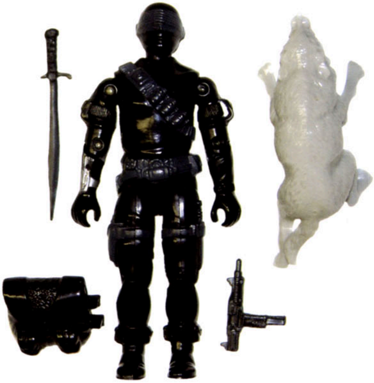
In order to prove what a stalwart sailor Shipwreck is, the Peer Personality Profile on his mass-produced file card states: "Shipwreck is your quintessential sailor. He can splice a line, fry powdered eggs in the tooth of a gale and eat them, tell taller tales than a Senate Appropriations committee [a standing committee that has jurisdiction over all discretionary spending legislation in the Senate] and take a three day liberty in Thule, Greenland and come back smiling." Larry Hama had this to say regarding Thule, Greenland: "Thule, Greenland was considered one of the worst places in the world to be sent to. It's like being sent to the moon. There's nothing there and it's colder than heck! It's over a thousand klicks [kilometers] ABOVE the Arctic Circle. Probably less than 300 people on the whole base. Mostly Air Force, though."

MOC: **$110-150**, MLC: **$15-18**

SNAKE EYES

Commando

(Includes: Uzi, Wolf [Timber], Sword, Backpack)



This, the second version of the Snake Eyes action figure, is an esoteric version of the character, to the extent that a strip of plated armor serves as his visor (as if it were a part of a medieval knight's armor). At the Invalides Museum in Paris, pieces of similar visors still exist as relics from WWI where they were part of a French infantryman's uniform: these soldiers still used chain mail and armor in WWI.

Continuing with Snake Eye's biography (from the Marvel Comic [see Snake Eyes, 1982]), after the death of Storm Shadow's uncle (the "Hard Master"), Snake Eyes was displaced/orphaned once more, and so traveled to the High Sierra mountain range, where he lived in a small cabin with his befriended wolf, Timber (included with this action figure). Knowing that Snake Eyes was a first rate soldier, Stalker recommended that Hawk invite the commando to join the newly-formed G.I. Joe Team. On one of the Joe Team's earliest missions to the Middle East, the squad was bailing out of a helicopter that had caught on fire, yet Scarlett was trapped inside the wreckage. Snake Eyes went back for his teammate and during the rescue attempt, a window was blown out inside the chopper. Snake Eyes' face was caught in the blast, and the heat damaged his vocal cords and scarred his face. Although Snake Eyes' disfigurement forced him to wear his trademark black mask (and only allowed him to communicate via hand signals) for his duration on the team, this silent and deadly soldier has proven himself time and time again as one of the most valuable members of the G.I. Joe Team.

Not surprisingly, this version of Snake Eyes' action figure is popular with collectors and casual fans alike because this was the first Snake Eyes toy released with a sword (well-sculpted), and his pet wolf, Timber. This version ("v2"--version two) of Snake Eyes is an expensive piece to find carded, and is a brisk seller in mint, loose, complete condition.

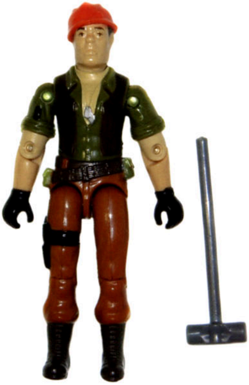
MOC: **$425-575+**, MLC: **$40-45**

Tollbooth

Bridge Layer Driver

(Includes: Sledge Hammer)

Included with the Toss 'N Cross.



Tollbooth, the G.I. Joe Team's Bridge Layer Driver (file name: Chuck X. Goren), is named after Charles Goren (1901-1991), a world champion *bridge player*, ambassador and author of many books about the famous card game. A minor character in the G.I. Joe canon, Tollbooth's figure is popular on the secondary market because of its strong aesthetic appeal: his orange hard hat is cocked to the left, his dog tags casually dangle from his open shirt, and his excellent accessory--a silver-gray sledgehammer--is the only one of its kind in the vintage run (1982-1994).

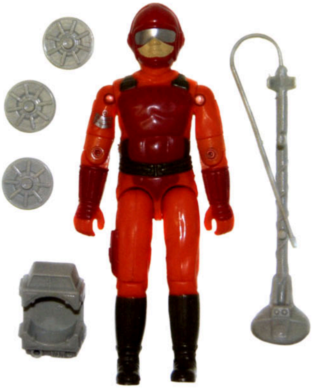
One final note on the Toll Booth action figure: this toy is one of the five figures from 1985 that did not come with a ball-jointed head, suggesting that it may have been designed in 1984 (as this figure and the Toss 'N Cross vehicle were offered as an exclusive through Sears' *Holiday Wish Book* catalog during Christmastime, 1984).

MOC: **N/A**, MLC: **$8-10**

[Listen 'n Fun] Tripwire

Mine Detector

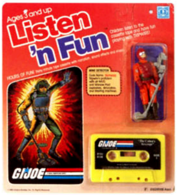
(Includes: Minesweeper, Three Land Mines, Mine Detector Backpack, Cassette)



This figure is known by collectors as "Listen 'n Fun" Tripwire, as he was a special re-cast exclusive run by Hasbro in order to promote a multi-media approach to some of its toy lines.

Regarding the Listen 'N Fun Tripwire action figure, it is a common misconception that the toy did not come with a file card, but it did: the figure's dossier is a small non-standard version printed on the package's card front. This file card reads as follows: "MINE DETECTOR: / Code Name: TRIPWIRE – Tripwire's proficient with all NATO and Warsaw Pact explosives, detonators, and blasting machines." Listen 'N Fun Tripwire's accessories were colored differently than his 1983 version, and all of them are cast in a similarly colored white-gray: his minesweeper, mine detector backpack, and three land mines. His cassette tape, "The Cobra's Revenge" (sides A&B), is also considered to be one of his accessories. Furthermore, as this figure was a simple reissue of Tripwire (1982), he did not come with a ball-jointed head.

MOC: **$75-100**, MLC: **$35-40**



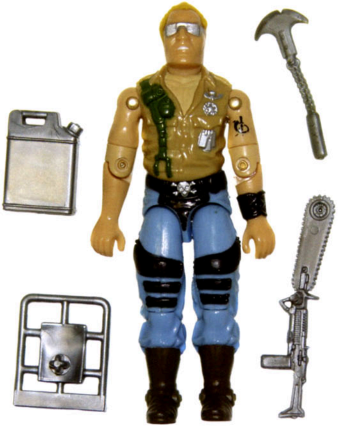
G.I. JOE
"The Cobra's Revenge"
SIDE 1

Listen 'n Fun Tripwire, MOC

BUZZER

Dreadnok

(Includes: Diamond Toothed Chain Saw, Nunchuka Axe, Backpack, Gas Can)



Along with Ripper (1985) and Torch (1985), Buzzer formed the core of the villainous biker gang known as the Dreadnoks (named by Hasbro: a modified spelling/twisted etymology of the adjective "dreadnought" [those who "dread nothing; [are] fearless" [*OED*])--Zartan's (1984) interesting and colorful bunch of reproachable miscreants whose sole purpose in life is to torment those who are weaker than them. Buzzer is often suggested as the leader of the team, perhaps due to his college education (see below). The names of the Dreadnoks reflect their MOS's: "Buzzer" chainsaws things apart, "Ripper" rends things to pieces, while "Torch" melts them to the ground.

There are three different versions of Buzzer's mass-produced file card, and each one adds a few more facts to his dossier. Collected together, a finalized, complete version of this dossier reads: "Buzzer was an extreme left-wing Cambridge sociology don who went to Australia for a short respite (to research the biker gang phenomenon) only to find himself -- one year later -- transformed into a vexated [sic: irritated, annoyed] wanderer (the very object of his research). Years of intellectual displeasure and extreme indignation at society's two-faced morality caused repressed psychotic anger, manifested in an intense desire to chainsaw apart the expensive geegaws of technological society."

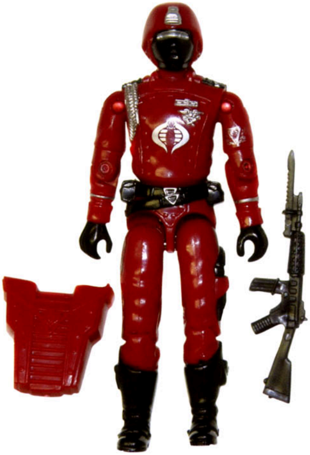
NOTE: *Buzzer's head does not have the swivel-ball neck most 1985 figures possess, suggesting a 1984 design.*

MOC: **$60-75**, MLC: **$8-12**

CRIMSON GUARD

Cobra Elite Trooper

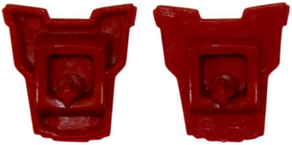
(Includes: AK48A w/Bayonet, Dress Backpack)



The Crimson Guard--"commonly known in Springfield as 'Siegies' (phoneticized from Cee-Gee)" (from the prototype file card) are "the elite shock troops of the Cobra Legions." These Siegies are very popular "troop builder" action figures because of multiple reasons: from simple aesthetics--their uniforms are enhanced with campaign ribbons, patches, and a two-piece aiguillettes (ceremonial shoulder cords); to their advanced training; and finally their elevated status--these soldiers aren't the regular Cobra army offal that G.I. Joe can so easily defeat in combat. The Crimson Guard are valuable Cobra agents who are insidiously "...dispersed about the country in deep cover, assuming apparently normal appearances and life-styles..."

Segie action figures come in two different color variations: dark maroon, and a lighter shade of dark red: the lighter shade seems to more difficult to acquire. Furthermore, there are also three distinguishable versions of the Crimson Guard's backpack: one with a solid mold (cast in the aforementioned dark maroon or dark red), and another version with a hollowed-out inside. The hollow variant is more difficult to find ($5-7 each).

MOC: **$105-140**, MLC: **$15-20**

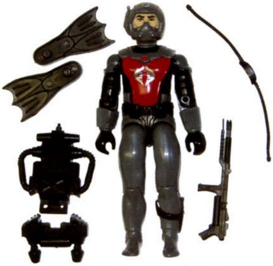


The Crimson Guard backpack variants.

Eels

Cobra Frogman

(Includes: JLS Double Harpoon with Stunner, Flippers, Air Hose, Air Tank, Jet Pack)



As the "underwater demolitions specialists of the Cobra legions" (from the file card), Eels "...man and operate the COBRA marine outposts disguised as off-shore drilling rigs and augment the crews of larger COBRA naval vessels." The Eels are deadly Cobra divers that have undergone "a rigorous two-part training program in the warm shark and pirate-infested waters of the Cayman Islands of the Caribbean and the frigid dark depths of the [expansive] North Atlantic."

Collectors frequently "troop build" Cobra Eels, due to their excellent accessories. Take care that the air hose's backpack attachments and double harpoon stunner's tip are intact in loose samples: both accessories are particularly fragile and prone to breakage.

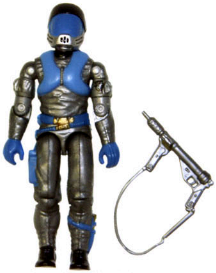
MOC: **$75-100**, MLC: **$14-18**

Lampreys

Cobra Hydrofoil Pilot

(Includes: Rifle)

Included with the Moray.



With uniforms described as "trés moderne" by Cobra Commander (Enemy Leader, 1982) in the Marvel comic book, the smartly-attired Lampreys are "the elite of the Cobra sea-arm" (from the mass-produced file card). To qualify to train to be a Lamprey, "...a candidate must be a COBRA trooper in top physical condition who has completed his EEL [1985] training (EEL's are the Frogmen underwater demolition specialists of the COBRA legion) and has been operational as an EEL for more than a year. The training is highly selective and more than 50% of the applicants wash out before completing the course."

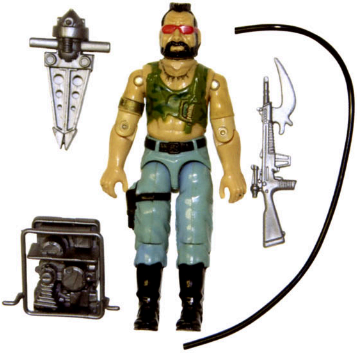
One final note: Lampreys is often found Mint in Sealed Baggie with his file card, as the figure was included in Hasbro Direct's "Vehicle Drivers" mail-away in 1989 (the set included Lampreys, Ace [1983], Thunder [1984], Keel-Haul [1985], Strato-Viper [1986], Motor Viper [1986]).

MOC: **N/A**, MLC: **$7-10**

Ripper

Dreadnok

(Includes: Power Jaws, Assault Rifle w/Metal Splitter, Hydraulic Hose, Power Pack w/Frame)



With Buzzer (1985) and Torch (1985), Ripper formed the first generation of Zartan's (1984) biker gang known as the Dreadnoks. "There are devils in Tasmania and Ripper is probably the meanest of them all," delineates his character on the mass-produced file card, for Ripper was "...expelled from nursery school for extorting candy from his schoolmates, and spent most of his adult life in various correctional institutions." This reference to Tasmania was of course, an obvious allusion to Ripper being a "Tasmanian Devil": whether the animal, best known for its screeching cry, foul odor when stressed, and ferocity while feeding, or Warner Brothers' *Looney Tunes* character, immediately recognizable for its caricaturized display of a real-world Tasmanian Devil's behavior.

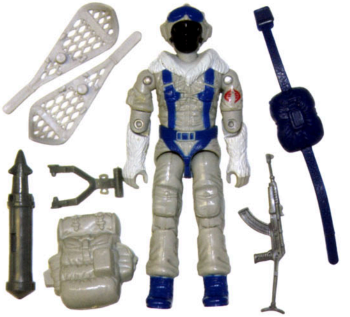
Note that his action figure's head does not have the swivel-ball neck most 1985 figure possesses, suggesting a 1984 design. Furthermore, his "power pack" (backpack) is removable from its frame, and his power jaws can be mounted onto a tab jutting out from the power pack.

MOC: **$60-75**, MLC: **$8-12**

SNOW SERPENT

Cobra Polar Assault

(Includes: AK-47, Anti-Tank EK-99 Missile w/Stand, Survival Pack, Snow Shoes, Parachute Pack)



The Snow Serpent's action figure and equipment are expertly crafted, and when the toy wears all of his gear he looks quite formidable. Similar to the "elite of the Cobra sea arm"--the Lampreys (1985)--the privileged Snow Serpents must first undergo the same training procedures as the Cobra Eels (1985), but "...with the addition of a six month cold weather course somewhere above the Arctic Circle." Upon their promotion to the Snow Serpents, these Cobra troopers become involved in "...airborne operations (under arctic conditions), anti-tank procedures and the use of snow-shoes, skis, and kayaks."

MOC: **$75-100**, MLC: **$15-18**

TOMAX

Crimson Guard Commander

(Includes: Pistol, Sky Hook [only one of the two "Crimson Twins" comes with this accessory)

Included in a two-pack with Xamot.

Tomax and Xamot (his twin brother) have the distinction of being the only figures sold without a vehicle which were not offered on the back of the 1985 figure packages. The twins shared a single file card; the only two figures in the line to do this. As a matter of record, Tomax and Xamot are characters loosely based on the twin brothers in Alexandre Dumas' novel *The Corsican Brothers* (*Les Frères Corses* [1845]), where twin brothers share a telepathic link and feel each other's emotions. Tomax and Xamot (hold either name up to a mirror...), The Crimson Guard Commanders, take this theme to the Nth degree (couvade syndrome? mirror-touch synesthesia? emotional empathy?), for when one brother is struck, the absent twin feels the pain. Perhaps more strangely: they can see through one another's eyes.

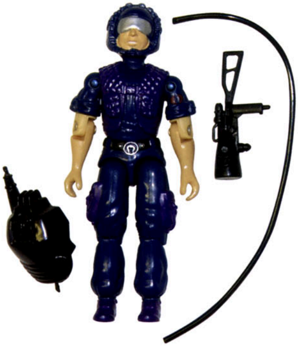
Tomax's action figure wears his hair parted on the right (Xamot on the left), his silver shoulder guard on his right (Xamot's is to the left), and his silver Cobra sigil is displayed on the left side of his uniform (Xamot's is on his right). Furthermore, the sky hook accessory (with black string) packaged with the Crimson Guard Commanders is shared by both Tomax and Xamot. For more background on the Crimson Twins, see Xamot (1985).

MOC: (two-pack with Xamot) **$85-125**, MLC: **$10-12**

TELE-VIPERS

Cobra Communications

(Includes: VS-11 Scanner, Communipac, Hose)

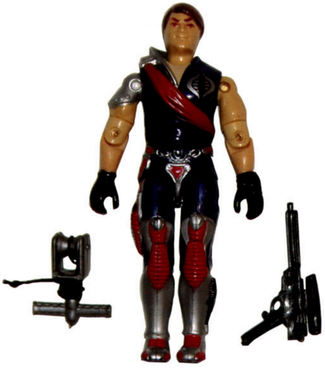


Tele-Vipers are the RTO's (Radio Telecommunications Operators) of the Cobra Legions. Although they do not come with a weapon (their hand-held accessory is a "scanner"), Tele-Vipers are more frequently found as loose samples than other Cobra "troop building" figures. A Tele-Viper's accessories are outlined in great detail on Hasbro's mass-produced file card, for example, their "communipac" is a complicated piece of machinery.

Tele-Vipers are the very first Cobra character to be designated with the "-Viper" suffix. From 1985 on, many of the lower-level troopers in Cobra Command's vast legions would be designated as a type of "Viper."

To reiterate, although technically a Tele-Viper action figure is weaponless, each trooper has the option to equip his VS-11 Scanner with a "...microwave beam and laser—[and] both [are] available as add-ons to the basic pack."

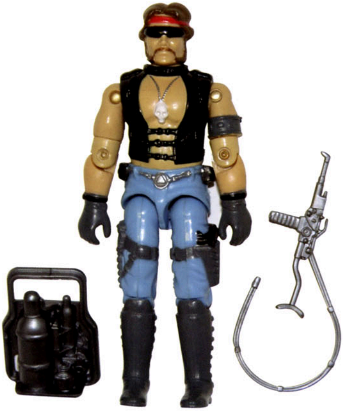
MOC: **$55-75**, MLC: **$7-10**



TORCH

Dreadnok

(Includes: Acetylene Torch, BP-47 Tanks)



With Buzzer (1985) and Ripper (1985), Torch formed the first generation of the despicable Dreadnoks. A single line of his mass-produced file card sums up the character's repulsive personality: "...[he] is an illiterate, unrepentant thug whose penchant for sudden and unexpected violence is matched only by the utter depth of his stupidity."

The file names of the Dreadnoks are Tom Winken (Torch), Dick Blinken (Buzzer), and Harry Nod (Ripper). These surnames are an allusion, concocted by Larry Hama, to reference Wynken, Blynken, and Nod from "The Fisherman Three"--a children's poetic nursery rhyme--where the fisherman of the story symbolize a drowsing child's nodding head and blinking eyes. Furthermore, the forenames of the Dreadnoks's file names read "Tom, Dick, and Harry"--placeholder names for unimportant persons.

Hasbro originally wanted their Dreadnoks to be portrayed as cute "teddy bear" creatures akin to the Ewoks of *Star Wars* fame (e-WOK—Dread-NOK [!]). However, Mr. Hama refused to write them into the Marvel comic on the grounds that "Good guys just can't shoot rifles at teddy bears. Parents will lose their minds! We'd better make the Dreadnoks biker thugs..."

As a final note, MOC G.I. Joe collectors should check their carded samples of Torch, as many early issued of his card state the following accessory printed on the "includes" line on the front of the action figure's package immediately after "BP-47 Tanks": it states "Entrenching Tool" (an indispensable collapsible spade used by military forces for a variety of uses in the field). Although an entrenching tool was never actually included with Torch's action figure, it is interesting to document this, nonetheless. Furthermore, as Torch's head does not have the swivel-ball neck like most 1985 figures, this suggests a 1984 design.

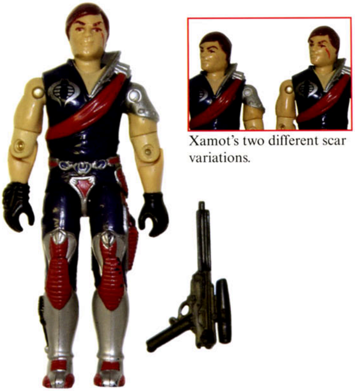
MOC: **$60-75**, MLC: **$8-12**

XAMOT

Crimson Guard Commander

(Includes: Pistol, Sky Hook [only one of the two "Crimson Twins" comes with this accessory])

Included in a two-pack with Tomax.



Xamot's two different scar variations.

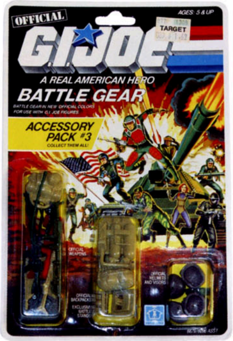
Although Xamot's scar has not been explained in the G.I. Joe canon, it is assumed that he received his wound during one of his many military campaigns. The Crimson Guard Commander's mass-produced file card suggests that the twins "served with the Foreign Legion Paras [the Parachute Regiment of the Légion Étrangère] in Algeria [North Africa] before the officer's Putsch." This allusion is in reference to the enigmatic French Foreign Legion Officers' Putsch (a putsch is an attempt by a group to overthrow the government), when an insurgent Algerian group supported by a regiment of the Legion tried to overthrow the French government in Algiers.

After breaking ties with the French Foreign Legion (post-1961), the twins then became guns-for-hire who "...honed their mercenary skills in the bush wars of Africa and South America". Of course, for two brilliant men such as Tomax and Xamot, they were "...too smart to be soldiers forever. [So they] went to Zurich and became bankers." International finance was not their forté—as it was too "haphazard for their tastes"—so the two concluded that they "...preferred a situation they could control. COBRA was willing to give them access to that control. Now they command legions [i.e. the Crimson Guard, Cobra Elite Troopers (1985)]. But their legions wear three-piece suits and fight their battles in executive board rooms.

Tomax and Xamot were used frequently in both the Marvel comic book and on the Sunbow cartoon as commanders of the Crimson Guard (Cobra Command's elite troopers), while it was in their animated adventures only that the twins exclusively headed the Extensive Enterprises organization, a corporate smokescreen to hide illegal Crimson Guard and Cobra activities. As an action figure, Xamot is distinguished from his brother by virtue of a prominent scar on his left cheek. There are two different versions of the Xamot figure: those with a short, light, barely-noticeable scar (earlier 1985 release), and those with a long, deep red, very noticeable scar (later release). As a final note, the sky hook (with black string) that came packaged with the Crimson Guard Commanders is shared by both Tomax and Xamot. For more on the Crimson Twins, see Tomax (1985).

MOC: (two-pack with Tomax) **$85-125**, MLC: **$10-12**

BATTLE GEAR ACCESSORY PACK #3



Includes:

- 4 gray Helmets: 1 Duke; 1 Blowtorch; 1 Mutt; 1 Ripcord
- 2 green Battle Stands
- 1 light tan Jungle Trooper Backpack (Recondo)
- 1 light tan Flamethrower Backpack (Blowtorch)
- 1 tan Tracker Backpack (Spirit)
- 1 tan Heavy Machine Gunner Backpack with Ammo Box (Roadblock)
- 2 green Visors (Thunder)
- 1 red High-Density Laser Rifle (Baroness)
- 1 red Submachine Gun (Firefly)
- 1 red Walkie-Talkie (Firefly)
- 1 red RAR Pistol (Scrap-Iron)
- 1 green SLR WILI (Rip Cord)
- 1 green Ingram MAC-11 (Mutt)
- 1 green Flamethrower (Blowtorch)
- 1 tan Auto Arrow Launcher (Spirit)
- 1 green Binoculars (Duke)
- 1 green Monocular (Thunder)
- 1 green Harpoon Rifle (Torpedo)
- 1 light tan M-1 4E2X Rifle (Recondo)
- 1 green Pistol (Zartan)

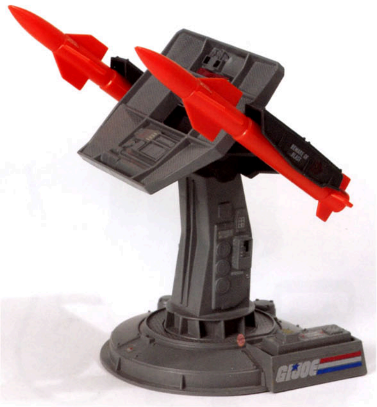
These weapons are not the same colors as the standard G.I. Joe accessories. If you find a weapon or accessory for a G.I. Joe figure that doesn't match the colors designated in this book (underneath the individual figure entries), then it's possibly from the current Joe line (1997-present), or from a Battle Gear Accessory Pack (these BGAP weapons are valued at a fraction of the original weapons included with single-carded figures).

WARNING: Many online G.I. Joe dealers include these much less valuable BGAP weapons with incomplete G.I. Joe figures and sell these figures as "Mint, Loose and Complete." Unless they advertise these weapons and accessories as "[Battle Gear] Accessory Pack" weapons, then the buyer is being misled (for example, the weapons included in this Battle Gear Accessory Pack #3 were mainly light gray, tan, green, and red--not the dark gray or black used for the weapons of the original carded figures).

Mint on Mint Card: **$20**, MOC: **$12-15,** MLC: **$6-8**

AIR DEFENSE

(Battlefield Accessory)

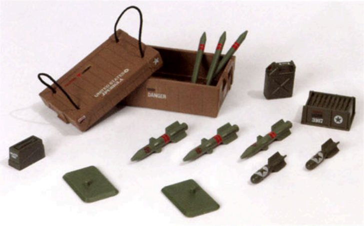


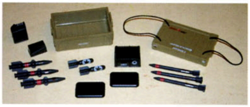
The Air Defense (that "Helps G.I. Joe keep an eye out for the enemy!" [from the box front]) was one of the simplest of all G.I. Joe's battle stations. The Air Defense's blueprints delineate the complex technology used to launch the weapons platform's missiles: a digital computer guidance-control center, a fair-weather optical-aiming/infrared tracking sight, and all-weather variable-wave search/tracking radar. The Air Defense utilizes its LP-85NRX liquid propellant thrusters to fire its two EE-14N long-range surface-to-air defense missiles (with two proximity-fused HE-5 warheads) against enemy airplanes. The Air Defense's missiles have their roots in real-world military technology, as its designs were based on early models of the U.S. Navy's Convair RIM-2 Terrier. The only easily lost pieces for this toy were the two huge red EE-14N missiles.

MISB: **$40**, MIB: **$8-12,** MLC: **$3-5**

AMMO DUMP UNIT

(Battlefield Accessory)



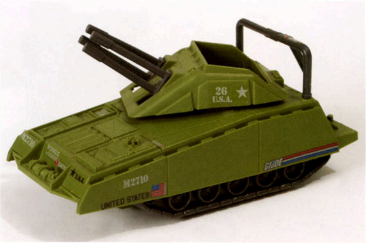


Variant Hasbro Direct mail-away version

The Ammo Dump Unit was a small battlefield accessory ("Battle equipment to create your own battle scenes" [from the box front]) with many easily lost pieces that included: a crate of 7.65mm general purpose machine gun ammunition, a large main supply case with lid, three infra-red homing AEM-8 (Air Evaluation Missile) short-range missiles, three multioption-fused 109mm heavy weapon HE-5 (High Explosive) rockets, two proximity-fused 62mm HE-2 mortar projectiles, a bullet-resistant polycarbonate gas can, and an armored steel-plate XM-65 ammunition box. Furthermore, the Ammo Dump Unit came with two green battle stands that most collectors do not consider necessary for the set to be complete. Collectors should be aware that there was a variant edition of the Ammo Dump Unit produced as a Hasbro Direct mail-away via their 1992-1993 "Battlefield Accessories" set. The Ammo Dump Unit included with this mail-away set is molded out of a different-colored plastic than the original retail unit.

MISB: **$45-55**, MIB: **$15-20,** MLC: **$5-10**
MISBaggie: **$30-35** (mail-away variant, 1992-1993); MLC: **10-15**

ARMADILLO (MINI TANK)



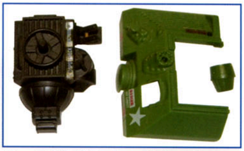
The Mini Tank Armadillo was a small all-purpose tank that is a common find in mint, loose, complete condition and should therefore not be considered rare. The Armadillo allows soldiers to "[maneuver] in and out of tight spots with the mighty MINI TANK, as [G.I. Joe] battles the evil forces of Cobra" (from the back of the box). With welded aluminum laminate hull armor, twin 60mm synchronized variable-ranged cluster cannons (on the toy, the turret swivels and the cannons elevate), blazing speed, and space for three G.I. Joe troopers (two on the auxiliary rear-deck fighting platform, one in the operator command post [cockpit]), the Armadillo was quite popular with G.I. Joe collectors. Since it has no removable parts other than the sturdily-attached roll bar, it is an easy pick-up for completionists—those collectors who require "one of everything."

Some aficionados have suggested that the Mini Tank Armadillo shares its basic design with the "wagon fast" CV33 (carro armato) Italian mini-tank.

MISB: **$70-80**, MIB: **$10-15,** MLC: **$4-7**

A.W.E. STRIKER

(All Weather and Environment)
(Includes: Crankcase figure)

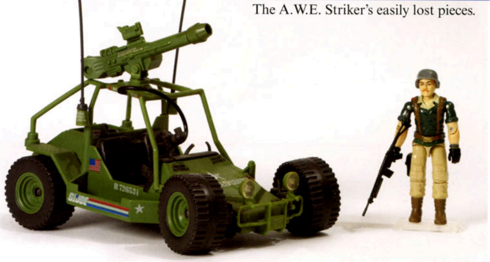


The A.W.E. Striker's easily lost pieces.

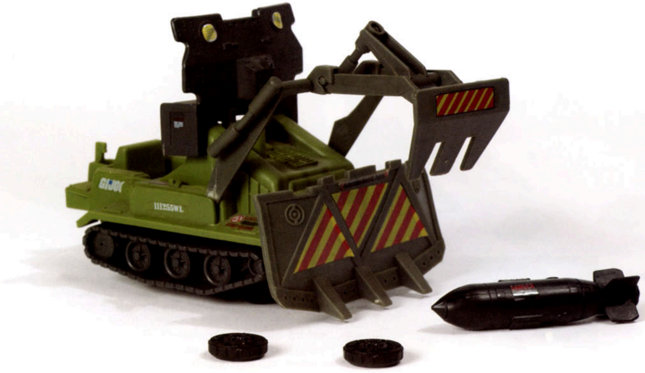
The A.W.E. Striker ("with four wheel suspension" [from the box front]) is an immensely popular vehicle on the secondary market. With its removable quick-repair aluminum-alloy transverse engine, 10-round 70mm automatic cannon (assumed for projectiles, not ammunition), four 175-70-VR-15 (130 mph speed rating) off road tires, fully-adjustable nitrogen-dampened independent suspension (that actually works on the toy), an extended "spaceframe" (truss-like) rollbar, and an advanced infrared sighting/fire-control (television) camera, the A.W.E. Striker has many excellent action features. The vehicle possesses a few small parts that collectors should take great pains not to lose; be careful not to bend the 2-way communications antennae or lose the cannon's easily-removable tip.

Easily lost pieces include the engine, engine cover, and cannon tip.

MISB: **$425-450**, MIB: **$35-45,** MLC: **$10-15**



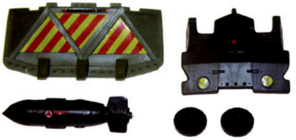
BOMB DISPOSAL (VEHICLE)



With a cast aluminum 250 lb. AP-K57 armor-piercing bomb, two high-explosive plastic antitank mines (with pressure-activated 110 lb. fuses), a hydraulic remote-control claw, a spaced-armor honeycomb deflector shield (with viewport), and a universal tow hook (for toting around the Whirlwind [1983] or HAL [1982]), the Bomb Disposal is a fantastic utility vehicle for the G.I. Joe team to remove hidden Cobra explosives. Collectors should note that the lifting unit with claw is occasionally found broken, and the two antitank mines are frequently found missing with loose samples.

Easily lost pieces include the bomb, two mines, and deflector shield.

MISB: **$40-45**, MIB: **$10,** MLC: **$4-8**

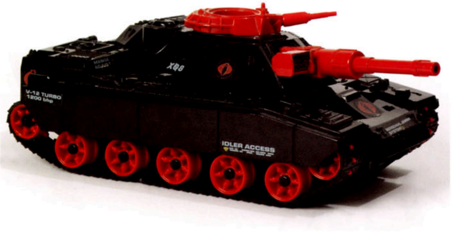


The Bomb Disposal Vehicle's easily lost pieces.

C.A.T. (MOTORIZED CRIMSON ATTACK TANK)

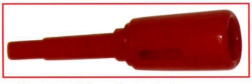
"A Crimson Guard Weapon"

Sears Exclusive



This rare and expensive vehicle was a Sears department store exclusive that originally retailed for $19.99 in Sears' 1985 *Holiday Wish Book* catalog, and it is very difficult to find in any condition on the secondary market. As incentive for collectors to purchase these two 1985 exclusive "Crimson Guard Weapon(s)" (the C.A.T. and the S.M.S. [Cobra's Sentry and Missile System]) from Sears, Hasbro utilized and re-colored popular pre-existing G.I. Joe and Cobra molds (see the MOBAT [1982], the MMS [1982]), and the H.I.S.S. [1983]).

With bonded nylon/titanium alloy hull armor, a Z68-A (thin-wall, 55-round) 140mm cannon that manually extends and elevates (rotating a full 360°), an electro-optical thermo-sighting system, a .50 caliber rapid-fire machine gun, a simulated infra-red night scope, an SDE-2 1800 h.p. turbine engine, and a universal tow hook, the C.A.T. is a durable toy that becomes motorized with the aid of two "D" batteries. For more information on operating the motorized C.A.T., see the M.O.B.A.T. (1982).



The C.A.T.'s easily lost piece.

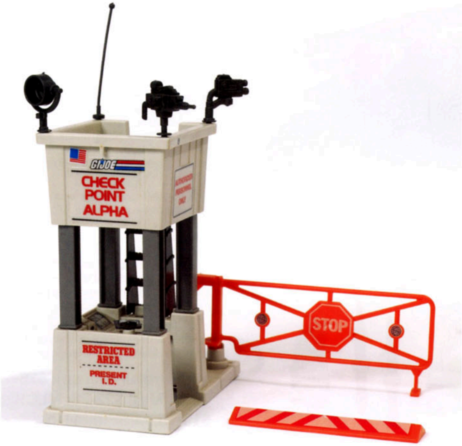
As a toy, the C.A.T. is a simple re-cast of the G.I. Joe M.O.B.A.T. (1982), yet is molded in black and red, but still shares the same basic functions as the G.I. Joe's multi-ordnance battle tank. Collectors should take care not to lose the small, fragile observation bridge cannon tip.

Easily lost pieces include the cannon and battery cover.

MISB: **$450-475**, MIB: **$60-80,** MLC: **$45-50**

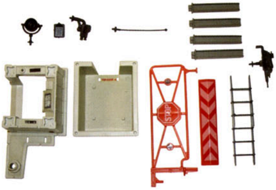
CHECK POINT ALPHA

(Battle Station)



The Check Point Alpha ("Helps G.I. Joe keep an eye out for the enemy!" [from the box front]) is a small battle station/accessory set used to complement G.I. Joe figures in the field. The Check Point Alpha is composed of many small pieces, including: four (4) leg posts, tower top (observation deck), tower bottom (guard post), entry ladder, VC-HR8 auto-scan infrared camera, long-body high-rate I-15 submachine gun, tungsten spanned-beam searchlight, omni-directional radio receiver (antenna), guard's clipboard (nearly impossible to find), electric-release gate, and road bump.

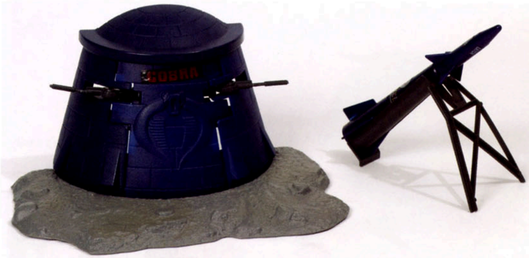
MISB: **$60-70**, MIB: **$12-15,** MLC: **$8-10**



The Check Point Alpha's easily lost pieces.

COBRA BUNKER

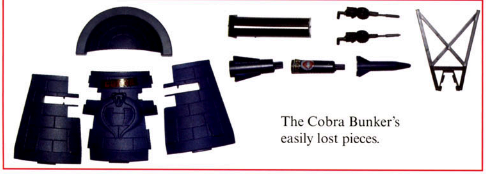
(Battle Station)



"Watch out G.I. Joe, Cobra's on the attack!" declares the front of the Cobra Bunker's box. Although the Cobra Bunker was a small battle station/accessory set used to complement your Cobra collection, it functioned as a portable field headquarters for Cobra troopers as well. This fascinating toy is designed to crumble with a direct hit from a G.I. Joe missile.

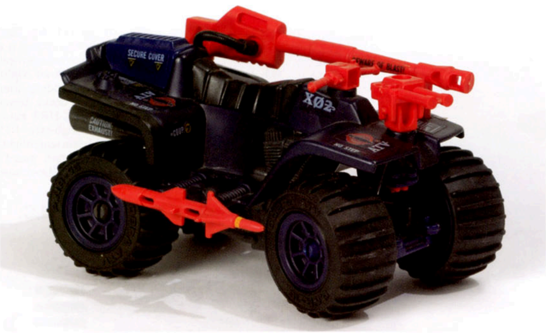
The easily lost pieces for the Cobra Bunker include: the five-part bunker with high polymer content mortar block shielding (two [2] blue bunker sides [with wide-mount gun ports], blue bunker center, blue bunker roof, brown bunker base), a proximity-fused surface-to-air MK-91H missile (with an MK-91 "slipstream" solid propellant thruster and a semi-active continuous-wave radar guidance system), a (two-part) mono-mount launcher, and two [2] rotary-fed D-133 7.8mm machine guns.

MISB: **$60-70**, MIB: **$15-18,** MLC: **$8-12**



The Cobra Bunker's easily lost pieces.

COBRA FERRET

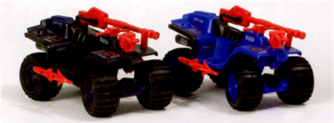


The Cobra Ferret is the famed "four-wheeler" of the G.I. Joe line, and has proven immensely popular over the past twenty-five+ years—in any condition. With two (2) laser-guided "Com-bat" missiles, the ability to carry two Cobra characters, a set of driver-controlled synchronized .50 caliber machine guns, six forward-speed transmission, a reinforced fiberglass-epoxy body shell, a side-slug electric CMF-1 10-round launcher (the large side cannon), a secure storage compartment, and a 16-valve, liquid-cooled 115hp four-cycle fender engine, collectors truly prize this Cobra vehicle.

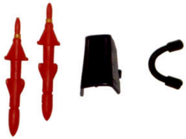
As a final note, there was a Hasbro Direct mail-order version of the Ferret A.T.V. released from 1989-1993. Yet in 1991, this mail-order Ferret was molded in a much brighter shade of blue. This bright blue version of the Ferret is much rarer than the original dark-blue A.T.V., and as a result commands a higher price on the secondary market.

Easily lost pieces include two (2) missiles, storage compartment cover, and hose attachment (for the side cannon).

MISB (retail release): **$75-100+**, MIB: **$22-28,** MLC: **$10-15,** MISP (mail-in): **$65-80,** MLC: **$25-40**

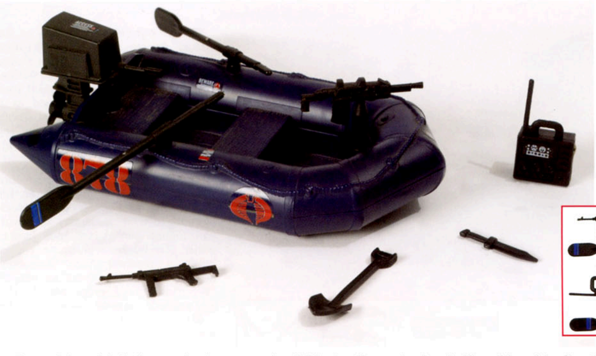


Dark blue retail release Ferret (left); bright blue Hasbro Direct mail-away Ferret (right).

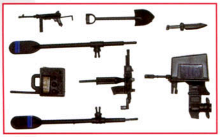


The Cobra Ferret's easily lost pieces.

COBRA NIGHT LANDING



The Night Landing's easily lost pieces.



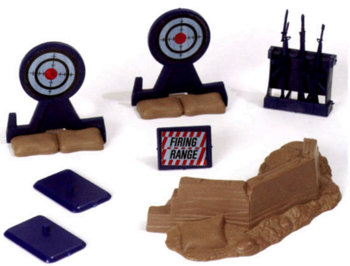
The problem with finding a mint, loose, *complete* Night Landing on the secondary market is the abundance of small parts that came with the set, as most of these accessories fit inside the ship loosely, and do not "snap" into place. The Night Landing is comprised of the following: an auto-inflate nylon/polyskin bullet-resistant boat with a 42hp fuel injected outboard motor (with bullet proof composite engine shroud), two (2) carbon fiber oars, a two-way communications radio, an extended barrel 12mm submachine gun (small rifle), a lightweight titanium knife, a lightweight fiberglass shovel, and mounted on the front of the boat--an air-cooled 45 caliber machine gun.

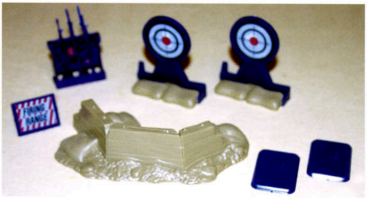
Easily lost pieces include two (2) oars, (hand-held) submachine gun, entrenching knife, shovel, radio, .45-caliber machine gun (mounted on the boat's bow), and the motor.

MISB: **$65-75**, MIB: **$20-25,** MLC: **$10-15**

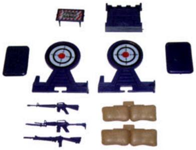
COBRA RIFLE RANGE UNIT

(Battlefield Accessory)





Variant Hasbro Direct mail-away version



The Cobra Rifle Range Unit's easily lost pieces.

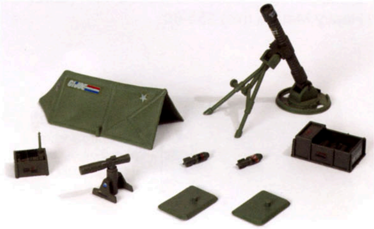
The Cobra Rifle Range Unit is a small battlefield accessory set produced to complement your Cobra troopers. The easily lost pieces of the Cobra Rifle Range Unit include: one high-rate M16-C5 5.56mm rifle with bayonet attachment (modeled after Airborne's [1983] XM-16 attack rifle); one M16-A1 5.56mm rifle with cartridge clip (modeled after Grunt's [1982] M-16 rifle); one L-88 7.65mm general purpose machine gun (modeled after Snow Job's [1983] rifle); a protective firing embankment (bunker); two primary "flip-down" (two-piece) targets (i.e. two targets plus their sandbag supports); caution sign (secondary target); two (2) dark blue figure posing stands, and a rifle rack/ammunition storage locker.

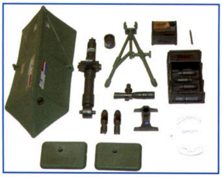
Collectors should be aware that there was a variant edition of the Cobra Rifle Range Unit produced as a Hasbro Direct mail-away via their 1992-1993 "Battlefield Accessories" set. The Cobra Rifle Range Unit included with this mail-away set is molded out of a different-colored, lighter brown (bunker, sandbag supports) and slightly darker blue (rifles, targets, etc.) plastic than the original retail unit.

MISB: **$50-65**, MIB: **$15-20,** MLC: **$8-12**
MISBaggie: **$30-35** (mail-away variant 1992-1993); **MLC: $10-15**

FORWARD OBSERVER UNIT

(Battlefield Accessory)





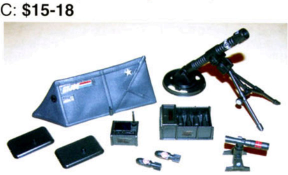
The Forward Observer Unit's easily lost pieces.

The Forward Observer Unit was a small battlefield accessory set and its easily lost pieces include: two (2) mortar shells (single-shot 55-A-75mm supplemental mortar projectiles), an armored ammunition box with lockable compartment (to hold [non-removable] near-surface fused 55mm HE-1 mortar projectiles), a 3-piece mortar (high-thrust mortar chassis [base], EX-29 55MM reusable mortar [mortar body], bipod suspension), a bullet-proof nylon micromesh laminated tent, a 40x (magnification) PM-HR8 infrared monocular, a wide-stance high-stability bipod for monocular (commonly missing), a 2-way bullet-resistant polycarbonate radio, a removable omni-directional transmitting/receiving antenna (also found missing on many loose samples), and two (2) dark green figure posing stands.

Collectors should be aware that there was a rare variant edition of the Forward Observer Unit produced as a Hasbro Direct mail-away via their 1992-1993 "Battlefield Accessories" set. The Forward Observer Unit included with this mail-away set is molded out of a different-colored, darker green (almost black) plastic than the original retail unit.

NOTE: The monocular does not "snap" into its base, but pivots and rest in the base, therefore, these two pieces are usually found separately.

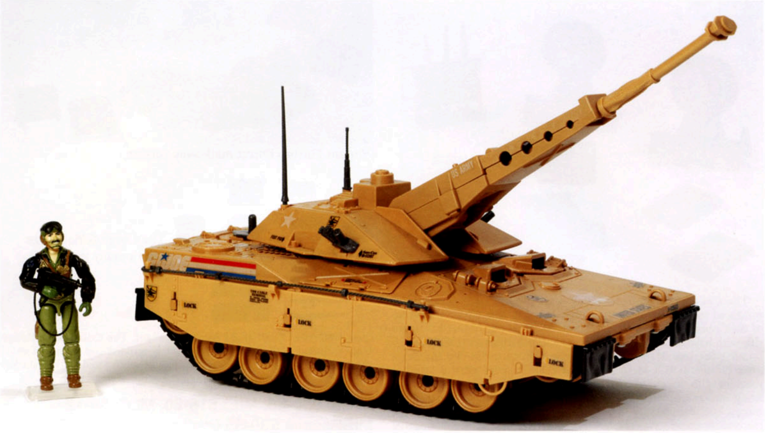
MISB: **$45-55**, MIB: **$15-20,** MLC: **$5-10**
MISBaggie: **$35-40** (mail-away variant, 1992-1993); MLC: **$15-18**



Variant Hasbro Direct mail-away version

MAULER M.B.T. TANK (MANNED BATTLE TANK)

(Includes: Heavy Metal figure)



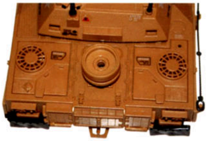
The Mauler M.B.T. is a stunningly-detailed motorized vehicle with a vast amount of action features: a 57-ton nylon micromesh/titanium alloy 60-layer hull, an MXZ-125mm "Earthquake" cannon, independently-moving bogie wheels (set on a composite monospring independent suspension assembly), four (4) soft-plastic removable debris flaps (mud flaps), two (2) removable boron-epoxy composite track skirts, a tow cable (molded in a *darker* shade of gray than the Wolverine's tow cable [1983]), a 12 cylinder twin-supercharged diesel engine (1800 horsepower), a meteorological antenna (short antenna), a transmissions antenna (long antenna), two (2) self-locking viewport-equipped entry hatches (to accommodate two drivers inside the vehicle), two (2) engine hatch covers (the right one hides a 24 volt battery pack and a fuel filler port; the left one protects the engine superchargers and engine coolant), two (2) insulated small-arms/ground equipment storage bins (right and left), removable battery cover, two (2) smoke grenade dispensers, and room for two extra figures on turret foot pegs (lateral fighting pedestals).

For added play value, the tank was also built as a motorized toy (with two forward speeds) powered by four alkaline "C" batteries; its motorized action was triggered by a dark gray directional control switch located immediately behind the tank's main battle turret. It should be noted that in MISB samples of the Mauler, an extra bogie wheel was included in one of the parts baggies. Although not noted on the vehicle's instructions/blueprints, this 13th bogie wheel could be placed onto the directional control in order to cover the odd-looking switch (see pic).

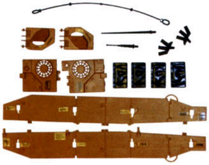
Unfortunately, it requires some luck to obtain a mint, loose, and complete Mauler, as the tank requires many small pieces for it to be considered completely assembled. To this end, a few die-hard collectors have gone out of their way to purchase a boxed Mauler, but expect to pay a high price (hundreds of dollars) for MISB samples. Of course, sealed Mauler M.B.T.'s are rare and costly due to 1) the quality of the vehicle's design and 2) the added expense of the included Heavy Metal (1985) figure, MISBaggie and complete with his microphone (careful here, as Heavy Metal's microphone [mouthpiece] was sometimes thrown haphazardly into a factory-sealed parts baggie, instead of being packaged with the figure itself).

Easily lost pieces include two (2) hatch covers, two (2) storage bin covers, two (2) engine covers, a dark-gray tow cable, four (4) mud flaps, a transmissions antenna, a meteorological antenna, and two (2) smoke grenade attachments.

MISB: **$490-560+**, MIB: (w/Heavy Metal and his mouthpiece ["mic"]) **$190-210+,** MIB: (w/out Heavy Metal's mic) **$60-75,** MLC: (w/Heavy Metal's mouthpiece ["mic"]) **$170-190**, (w/out Heavy Metal's mic) **$55-60**



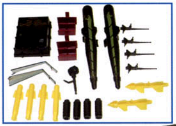
The Mauler M.B.T.'s extra bogey wheel placed on the remote drive control system.



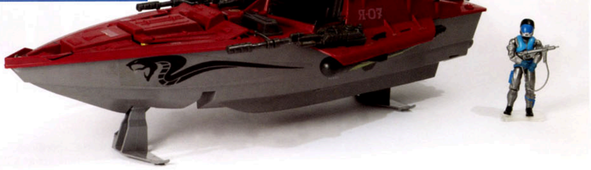
The Mauler M.B.T. Tank's easily lost pieces.

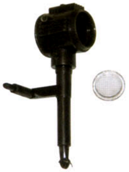
MORAY (COBRA HYDROFOIL)

(Includes: Lampreys figure)



The Moray's easily lost pieces.





The Cobra Hydrofoil's searchlight with lens (the Moray is rarely found with this lens intact).

The Cobra Hydrofoil adds speed and power to the Cobra naval forces, for "Cobra [Command] engages [this] hydrofoil for high-speed advances into G.I. Joe territory" (from the package back). The Moray is an intricately-designed and delicate vehicle, with many small parts that are easily lost. The blueprint specifications for the hydrofoil features the following: a high-flow 775hp Destro V-12 gasoline engine, two (2) angular-launch surface-swimming "Black-Ray" torpedoes, four (4) lateral 30 caliber machine guns, four (4) HE-J-180 "Jumpstart" air-to-water missiles (yellow), two (2) HE-07A air-to-ground low-flight missiles, a retractable forward launching missile box (push button activated) with attached deflector shield, a flying turret command post (a pilot's seat for Lampreys [Cobra Hydrofoil Pilot, 1985]) that is armed with a rapid-fire 23mm synchronized twin-barrel cannon, a copilot operated remote halogen spotlight (searchlight), a remote-targeting pilot-operated 19mm machine gun, four (4) 75 lb. 9" depth charger canisters with tray compartments, two (2) side-mounted port and starboard shore-assault 55mm cannons, two (2) opening hatches, a highly-detailed engine with engine shroud, and ample room for a crew of eleven Cobra troopers.

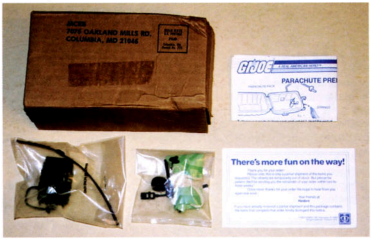
The long list of easily lost pieces for the Cobra Hydrofoil includes: search light with lens (this piece is rarely, if ever, found with loose, complete Morays), four (4) small yellow missiles, two (2) yellow (side) missiles, two (2) large torpedoes, two hatch openings, windshield gun (pictured on vehicle), four depth charges, two depth charge holders, engine cover, four M-30 machine guns, two small clear windshields.

MISB: **$475-550+**, MIB: **$80+,** MLC: **$45-50**

PARACHUTE PACK

(HALO: High Altitude Low Opening)

Mail-Away Exclusive

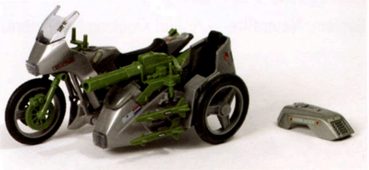


The HALO's blueprints provide collectors with technical specifications for the popular parachute: remote servo-activated ripcord release, thin-shell fiberglass casing/magnesium alloy frame (backpack), a quick seal oxygen mask (with a high capacity oxygen feeder hose and tinted safety glass vision lens), a (black, soft plastic) quick release waist strap, a standard issue plastic laminate helmet, and a jungle-pattern camouflaged "G.I. Joe" parachute--made out of nylon micromesh material.

The "HALO Parachute Pack," as it is commonly referred to, is a fairly easy mail-away to obtain, but take care that the toy has all of its respective parts, including the mask, helmet, parachute, backpack, and black soft-plastic strap.

Mint in Sealed Mailer Box: **$20-25**, MISBaggie: **$12-15,** MLC: **$5-7**

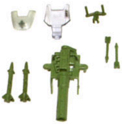
SILVER MIRAGE MOTORCYCLE



The popular Silver Mirage Motorcycle ("Carries up to three figures [and] fits most enemy and G.I. Joe figures" [from the toy's box]) was an upgrade from the G.I. Joe's standard assault motorcycle, the RAM (1982). With its silver finish, 1200cc liquid-cooled 24-value flat-6 engine, ten-round mortar launcher, aerodynamic driver fairing, sidecar with gun operator's seat, two (2) auto-guidance AJX-10 ground launch missiles (sidecar missiles), quartz-halogen heated headlights, pivoting front fork, and a bullet-resistant molded windshield, the Silver Mirage rounded out the already impressive array of vehicles in the G.I. Joe universe.

Easily lost pieces include two missiles, cannon, and the body fairing.

MISB: **$55-65**, MIB: **$12-15,** MLC: **$7**

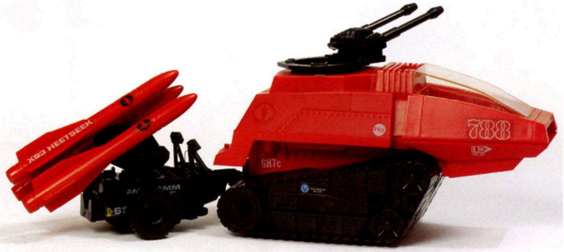


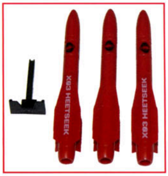
The Silver Mirage's easily lost pieces.

S.M.S. (COBRA'S SENTRY AND MISSILE SYSTEM)

"A Crimson Guard Weapon"

Sears Exclusive





The S.M.S.'s easily lost pieces.

Originally retailing for $9.99 in Sears' 1985 *Holiday Wish Book* catalog, the S.M.S. is a rare and expensive vehicle two-pack (the "Sentry" and the "Missile System")--as were most of the Sears department store exclusives--difficult to find in any condition on the secondary market. As incentive for collectors to purchase these two 1985 exclusive "Crimson Guard Weapon(s)" (the C.A.T. [Crimson Attack Tank] and S.M.S.) from Sears, Hasbro re-colored popular pre-existing G.I. Joe and Cobra molds (see the MOBAT [1982], the MMS [1982]), and the H.I.S.S. [1983]).

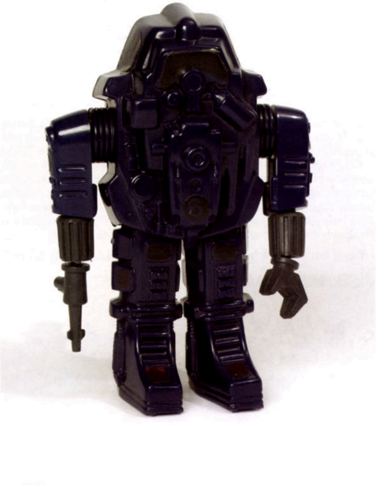
The S.M.S. (Sentry and Missile System) saw Hasbro re-casting the Cobra H.I.S.S. (1983) with a bonus MMS (1982) for the sentry to tow. Now colored red and black (*à la* the Crimson Guard) and decorated with Cobra sigils, the hard-to-find S.M.S. has the same easily lost and fragile pieces as the Cobra H.I.S.S. and the MMS (regard those individual entries).

The "real-world" specifications for the Cobra Sentry tank are as follows: titanium alloy laminate hull armor, an opening pilot's cockpit with drive and turret over ride [sic] controls, twin-synchronized EER-8 laser-seeking anti-tank launchers mounted on an independently-controlled main battle turret, a rear-mounted attack platform to hold two extra Cobra troopers, an a universal tow hook to pull the included Cobra Missile System. This missile system has different schematics than the G.I. Joe Team's MMS. Although it shares (essentially) the same hydraulically operated outriggers (support legs), retractable stabilizer legs (hydraulic stabilizer legs), and remote programming/launching control console (portable remote control firing box), there is one key differentiation: the missiles included with the Cobra Missile System are three (3) "Heetseek" high-explosive missiles as opposed to the three (3) "Patriot" missiles fired by the MMS.

MISB: **$350-410**, MIB: **$65-75,** MLC: **$45-50**

(BATTLE ARMOR) [COBRA] S.N.A.K.E. [BLUE]

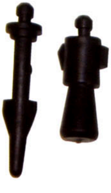
(System: Neutralizer – Armed Kloaking Equipment)



Released at retail for a very short period of time, 1985's "Blue S.N.A.K.E." battle armor (as collectors refer to it), had precisely the same configuration as the original Cobra S.N.A.K.E. (1983). However, the dark-blue armored S.N.A.K.E. from 1985 is very hard to find, and both loose and boxed pieces command exorbitant prices on the secondary market. The "Blue S.N.A.K.E." has exactly the same easily lost pieces as the "White S.N.A.K.E." from 1983.

With anti-missile armor plating, a bulletproof viewing shield with communications interface, an internal oxygen supply and built-in fire extinguishing systems, the Cobra S.N.A.K.E. is a marvel of battlefield technology.

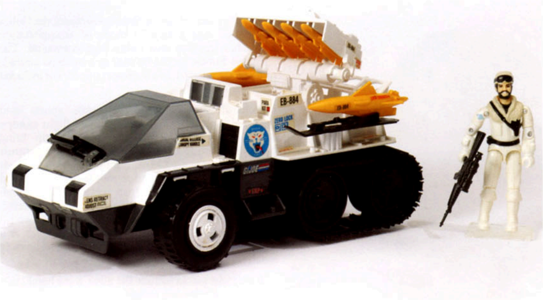
MISB: **$175-225**, MIB: **$60-80,** MLC: **$35-40**

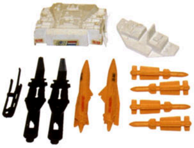


The S.N.A.K.E.'s lost pieces.

SNOW CAT

(Includes: Frostbite figure)





The Snow Cat's easily lost pieces.

With a 9-liter, 680hp direct ignition engine/transaxle assembly, four (4) "Shockwave" electronic HE-27 250lb (yellow) missiles, a missile rack that rotates 360° (labeled in the blueprints as: turret rotational/elevational main drive unit), two (2) low-pressure high-speed "Avalanche" ski-missiles (removable from their black bases), a movable windshield wiper (heavy duty "Arctic" dual-blade canopy wiper arm), four wheel half track drive, a removable engine cover, and a "Snowplow" front apron panel, this tracked/wheeled vehicle has become one of the hallmarks of the Joe line.

Furthermore, the Snow Cat carries up to ten G.I. Joe figures: two (2) in the cockpit, two (2) on the lateral stirrup platforms, four (4) on the track sill battle platforms, and two (2) on the rear apron battle platforms with grasp rails.

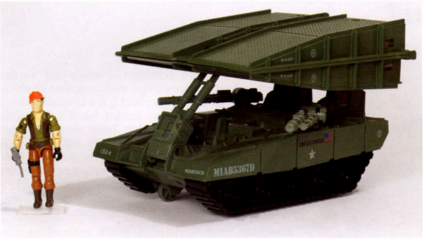
Easily lost pieces include four missiles, launcher, engine cover, two ski missiles, two ski missile tracks, windshield wiper.

MISB: **$210-265**, MIB: **$30-35,** MLC: **$12-15**

TOSS 'N CROSS (BRIDGE LAYER)

(Includes: Tollbooth figure)

Sears Exclusive, later available at retail.

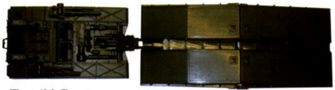


Many collectors are not aware that the Bridge Layer Toss 'N Cross was originally offered as an exclusive in the 1984 Sears *Holiday Wish* Book catalog, a few months before the release of the rest of Series IV, 1985.

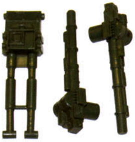
Regardless, The Toss 'N Cross was a well-constructed vehicle, with an important action feature: "[its] bridge folds out so any G.I. Joe vehicle can 'drive' across it," while the "...lifting unit pivots [to] lift bridge from either end" (from the package back). Apart from the bridge-laying action, the vehicle's instructions provided collectors with the following information: the Toss 'N Cross has magnesium alloy road plates (the bridge itself), hydraulic struts attached to a hydraulic fluid coupler (to lower the bridge), a reinforced bridge cradle (to hold the bridge while mounted on the vehicle), a titanium alloy/nylon micromesh bonded hull, two aluminum semi-automatic 105mm "Rap" cannons (both are automatically stabilized), a HTS-T2 forced-induction 1700hp turbine engine, and room for a crew of two in its dual cockpit.

Easily lost pieces: two cannons, hydraulic fluid coupler.

MISB: **$250-325**, MIB: **$35-45,** MLC: **$15-18**



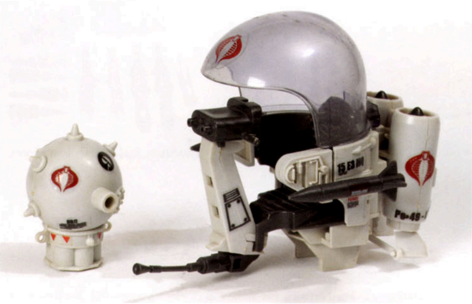
The Toss 'N Cross in action.



The Bridge Layer's easily lost pieces.

TRUBBLE BUBBLE

(Cobra Flight Pod)

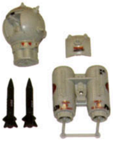


Heavily featured on the Sunbow cartoon, the Cobra Flight Pod was a favorite mode of transportation for Cobra troopers and Cobra high command. The "Trubble Bubble" could be used as a manned aircraft, or if it was preferred, as a transport ship for the included SNK aerial mine.

Regardless, the Trubble Bubble sports and opening & closing shell-proof domed flight canopy (translucent), control pod lateral handgrip firing controls (steering bars) with armrest flight controls and view screen, a 1XM-97 mini-cannon that swivels and elevates (mounted on a motor-driven forward mini-turret), removable twin vertical-thrust high bypass ratio turbofan engines (with high-reflex synchronized [and posable] steering rudders), two (2) Warlock LR-3.8 laser-seeking anti-tank missiles, and a solid-propellant SNK-7 aerial mine with removable hatch (arming access panel).

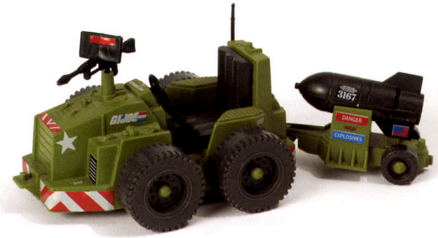
Easily lost pieces include the mine, mine hatch, two missiles, and turbofan engine.

MISB: **$125-150**, MIB: **$25-30,** MLC: **$12-15**



The Trubble Bubble's easily lost pieces.

WEAPON TRANSPORT [VEHICLE]

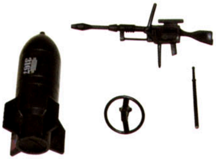


The G.I. Joe Weapon Transport (a vehicle that "carries weaponry to help G.I. Joe set up a defense against COBRA in the field" [from the package back]) is a common vehicle to find loose on the secondary market, but it is frequently found incomplete. The G.I. Joe Team used this free-wheeling transport to remove and carry explosives, and it comes with the following specifications: a carbon fiber reinforced 2-way antenna, all-terrain bulletproof flotation tires, a Force 1000 MK88 magnesium cased bomb, a PD-9 9mm shielded submachine gun (removable), and its heavy-duty towable bomb carriage (removable bomb trailer).

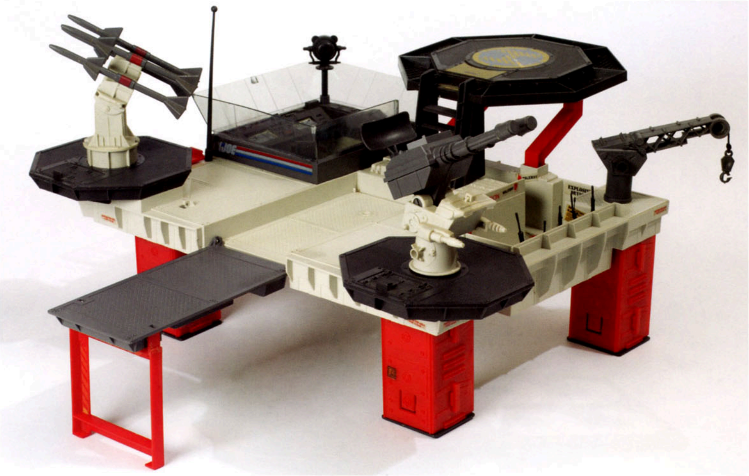
Easily lost pieces included the bomb, submachine gun, antenna, and steering wheel.

MISB: **$40-45**, MIB: **$10,** MLC: **$4-8**

The Weapon Transport's easily lost pieces.



TRANSPORTABLE TACTICAL BATTLE PLATFORM



The Transportable Tactical Battle Platform ("with adjustable legs" [from the package front]) was a very popular play set with kids, and collectors will be able to find it easily in secondary stores. The difficulty, however, is finding a TTBP in mint, loose, and *totally* complete condition. This is a daunting task because of its many loose parts and fragile pieces.

In the G.I. Joe universe, the TTBP is an effective tool for the Joe team on land or at sea, as the playset possessed many features: four (4) "Chaparall" MIM-72A surface to air missiles on a computer controlled missile mounting base, a raised aluminum alloy "Octagon" helipad with access ladder, a single scramble tracking (SST) radar dish, recoilless 75mm dual "Defender" cannons, a hydraulic-assisted synchro motor crane with rope and crane hook, four (4) hydraulic platform leveling supports (three long legs, one short [each is ribbed and locks in place]), a munitions room, a (computer) control room with reinforced widescreen composite grid (long plastic windshield) and command seat, a quartz locked "halogen laser" searchlight, a communications antenna, a long(er) access ladder, and a two stage multi-purpose load/unload ramp to allow the boarding of G.I. Joe troopers.

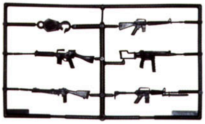
It should be mentioned that the munitions room of the TTBP contains its own access ladder, and a wall-mounted gun rack that holds an impressive array of weapons (a selection of five different re-molded rifles): Grunt's (1982) M-16 rifle, Stalker's (1982) M-32 "Pulverizer" sub-machine gun, Airborne's 1983 XM-16 attack rifle, Rip Cord's (1984) SLR-W1L1 rifle with sight, and Snow Job's (1983) experimental XMLR-3A laser rifle. These five rifles are not cast in the same colors as the original weapons: they are rendered in a light-to-medium gray hard plastic and are less pliable (much more brittle) than the original rifles that came with the aforementioned single-carded figures. Take care when equipping your G.I. Joe action figures with these weapons as they are quite fragile.

The extensive list of easily lost pieces for the Transportable Tactical Battle Platform includes the radar dish with mount, search light, antenna, two hatch covers, four missiles, missile holder, five rifles (rarely found with the TTBP unless you buy one MISB), two heli-pad legs, windshield, heli-pad ladder, gun rack, three ladders, seat, antenna, windshield, and the removable crane.

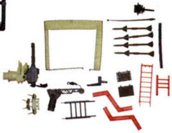
MISB: **$275-325**, MIB: **$75-80,** MLC: **$55-60** (absolutely MINT**,** with all accessories--including the five rifles), Loose Complete: **$30-35** (not mint, with all accessories--minus the five rifles), Incomplete: **$15-35**

The TTBP's (computer) control room.

The TTBP's armory/ munitions room.



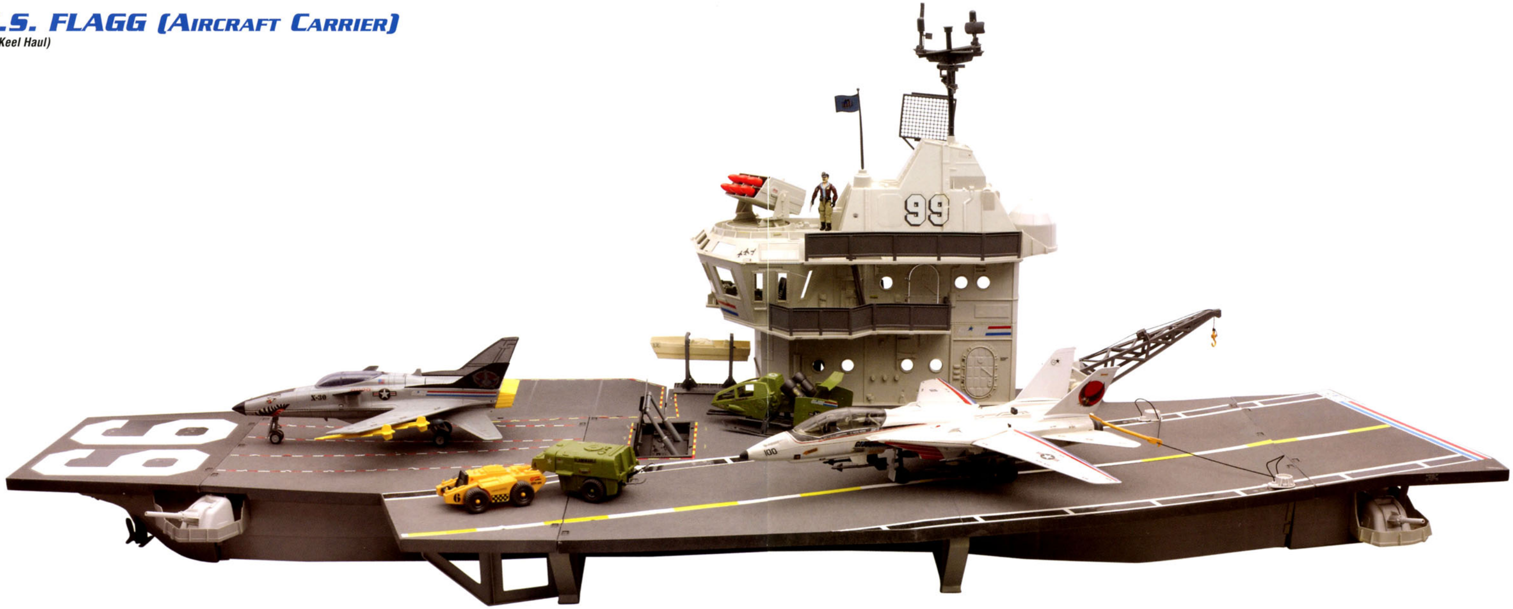
Pic of all five of the TTBP's guns on their original tree.



The TTBP's easily lost pieces.

U.S.S. FLAGG (AIRCRAFT CARRIER)

(Includes: Keel Haul)

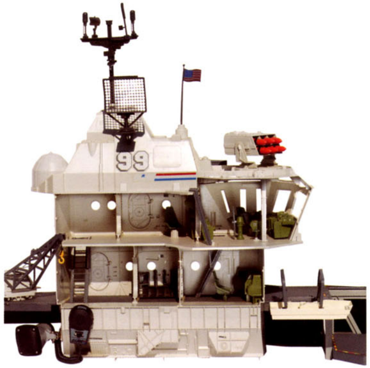


U.S.S. Flagg, view bow-to-stern (starboard side); with aircraft on deck (Skystriker XP-14F, Conquest X-30).

Originally retailing at approximately $109.99, the U.S.S. Flagg Aircraft Carrier (hull classification CV-99) is often referenced by toy magazines as the greatest action figure playset ever created (crafted by Hasbro designer Gregory Berndtson), and was "the most powerful and advanced edition to the Mobile Strike Force!" (according to the box's flavor text). This 7 1/2' long (bow to stern) play environment allowed kids and collectors to "transport the entire G.I. Joe Team!" A brief glance at the large ship's bow (front) shows just a hint of the playset's action features: a reinforced hull with two sea anchors, a bow ladder to provide access from the main deck to the bow hull, a starboard-side missile control radar (with missile antenna), and a port-side 76mm rapid-fire "blaster" anti-ship gun (with retractable barrel [unintentional]). The stern (rear) of the ship hosts a magnificent fantail observation deck with fantail railing that figures could be posed on, another aft forward missile control radar (with missile antenna), and second and third 76mm rapid-fire "blaster" anti-ship guns.

SUPERSTRUCTURE

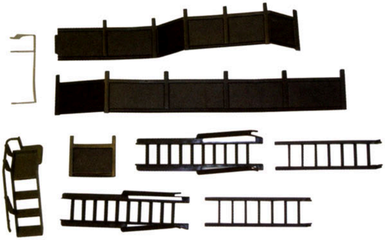
The superstructure of the U.S.S. Flagg is one of the most attractive features of the playset because of its wide array of action features: two (2) full decks, six (6) individual rooms, two (2) opening bulkhead doors, two (2) long outer walkways with railings and deck ladders, a phased array targeting radome (the large round dome on top of the superstructure), a "missile box [with rotation servo system and six large red missiles] that swivels and elevates for precision targeting," a flag mounted on a post, and a magnificent 11-piece "missile control radar system" (from the package back) that contains the following: mast cap, upper mast & lower mast, communications antenna, surface radar, EC (electronic countermeasure) antenna, aircraft radar, and two (2) NV (navigational system) caps & bases. In addition to this missile control radar system, there is also a stand-alone "air search net radar" that snaps into a slot on the top side of the superstructure.



U.S.S. Flagg superstructure interior.

U.S.S. Flagg, view starboard bow.

U.S.S. Flagg, view bow-to-stern (starboard side).



The U.S.S. Flagg ladders and railings.

The U.S.S. Flagg's antennae, fuel trailer and towing vehicle.

MICRO
ALARM
G.I.JOE

The U.S.S. Flagg's sound system.

Apart from what adorns the top, the superstructure itself is broken up into six different rooms that have unique play value all their own: room #1) the "storage room" (lower left deck)--with second-level access ladder, bulkhead door (that leads to the secondary outside deck), and a half-portal/half-wall that allows action figures to access room #2) the "armory" (lower middle deck)--with removable bomb & missile rack (to hold the six red missiles from the Flagg's missile box) and a portal that leads to room #3) the "radio/communications room" (lower right deck) with radioman's chair, radioman's computer, and an access ladder to the second-level bridge; room #4) the second-level entryway (upper left deck)--without any accessories or accoutrements, but leads into room #5), the "combat control room"--with bulkhead door (that leads to the primary [top] outside deck), crewman's chair, combat control computer, and a half-portal/half-wall which provides access to room #6) the "bridge [with navigational system computers]"--full of interesting accessories such as the large main computer console, smaller Admiral's console, medium-sized helmsman's computer, helm (two-piece helmsman's wheel), Admiral's chair, purge valve, roof support stanchion, and a deck ladder that provides access to the upper platform for radar and antennae repairs.

As a final note on the superstructure, I would be remiss if I did not mention that the working electronic sound system's microphone and loud speaker are mounted onto tabs which are located below and to the right of room #1 ("storage room"). This electronic sound system "makes realistic battle sounds ([and] requires one 9-volt battery…)" not only has a "talk" switch that can project a collector's voice (a speaker used to give commands to the flight deck), but a secondary button that can be slid back-and-forth on the microphone's front which allows children to utilize a variety of alarm modes as well: "Air Raid," "All is Well," or "General Quarters" (an announcement made on a naval warship to tell the crew to prepare for battle).

FLIGHT DECK

This four-piece deck that is held onto the U.S.S. Flagg's deck support assembly with sixteen (very) easy-to-lose deck clips also has a good amount of action features: a titanium framed blast deflector (shield, shield support, and tray assembly) that protects crew members from the blast of launched Skystriker Combat Jets, (1983) a fuel trailer & towing vehicle ("alloy armored fuel delivery trailer [with removable engine cover] & "low tow" tractor with high-torque transaxle) with hoses and fuel nozzles, a working elevator deck & base that "…transports vehicles from below deck" (from the package back), a "Hook Up" 70-ton hydraulic crane (for boat and aircraft: with base, derrick, hook, rope, engine access cover, and roller) mounted on the starboard stern of the U.S.S. Flagg; its purpose: to lift cargo and armaments, and finally--an arrestor hook & cable.

The U.S.S. Flagg's "aircraft arrestor cable & hook stops [the] Skystriker on landing!" (from the package back). This arrestor hook is a remarkable achievement in design, because even though the Combat Jet: Skystriker (XP-14F) was produced in 1983 (two years earlier than the U.S.S. Flagg), Hasbro still had the foresight to design the thin yellow (graphite composite) arrestor hook to fit immediately above the rear of the Skystriker's fuselage (between the jet fighter's removable afterburner exhaust nozzles). Collectors can then simulate the arrestor hook catching the U.S.S. Flagg's arrestor cable--attached firmly to the flight deck by two arrestor bases--while landing on the aircraft carrier.

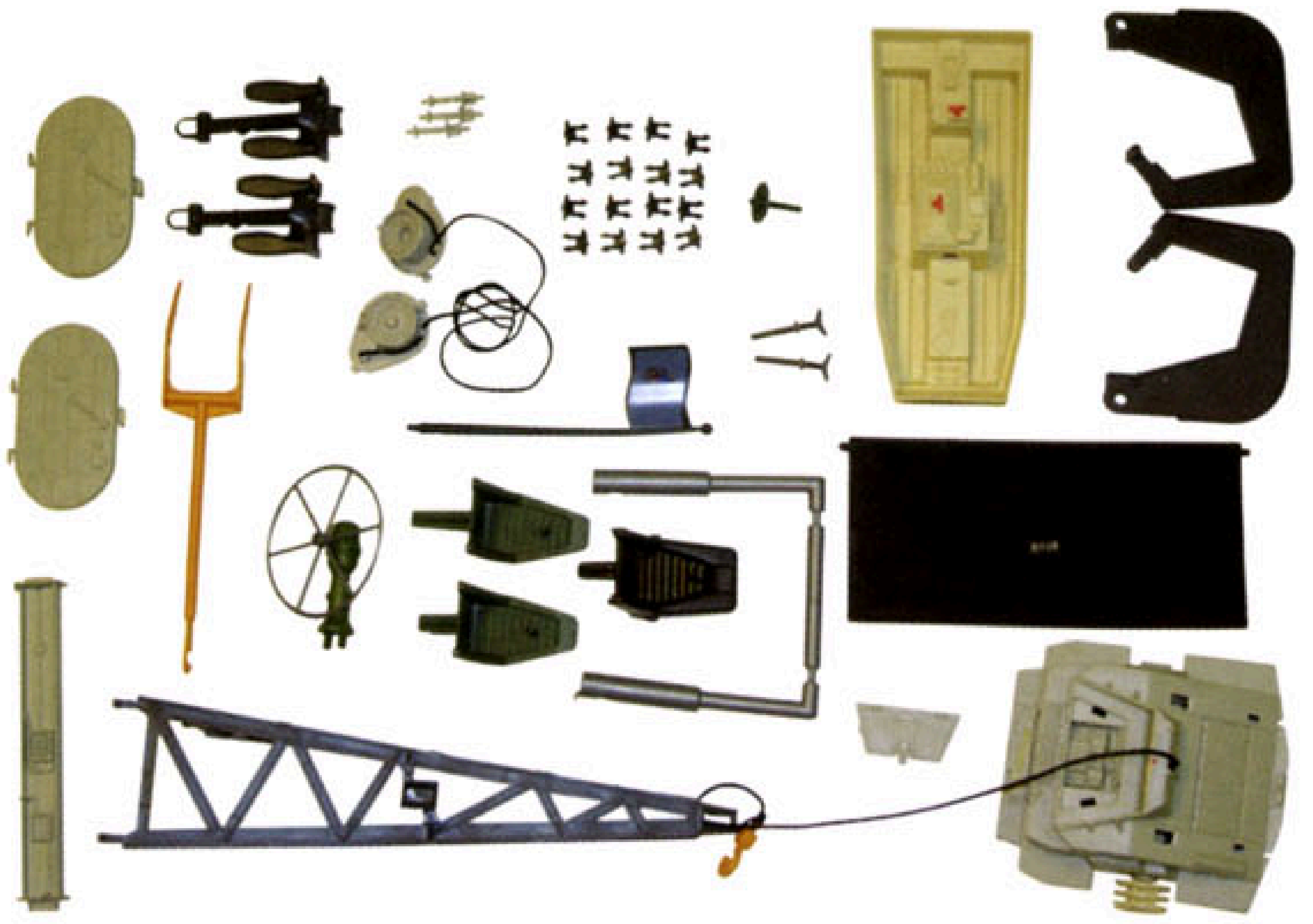
One of the more interesting features of the flight deck of the USS Flagg is the included Admiral's Launch (the small U.S. Navy utility lifeboat). On the toy, the Admiral's Launch is attached to the same side of the Flagg's deck as the superstructure (starboard bow), and the lifeboat is held aloft by two free standing deck-mounted davit arms (attached to a dark gray davit base); these davits raise and lower the small white boat into the water.

ANCILLARY NOTES

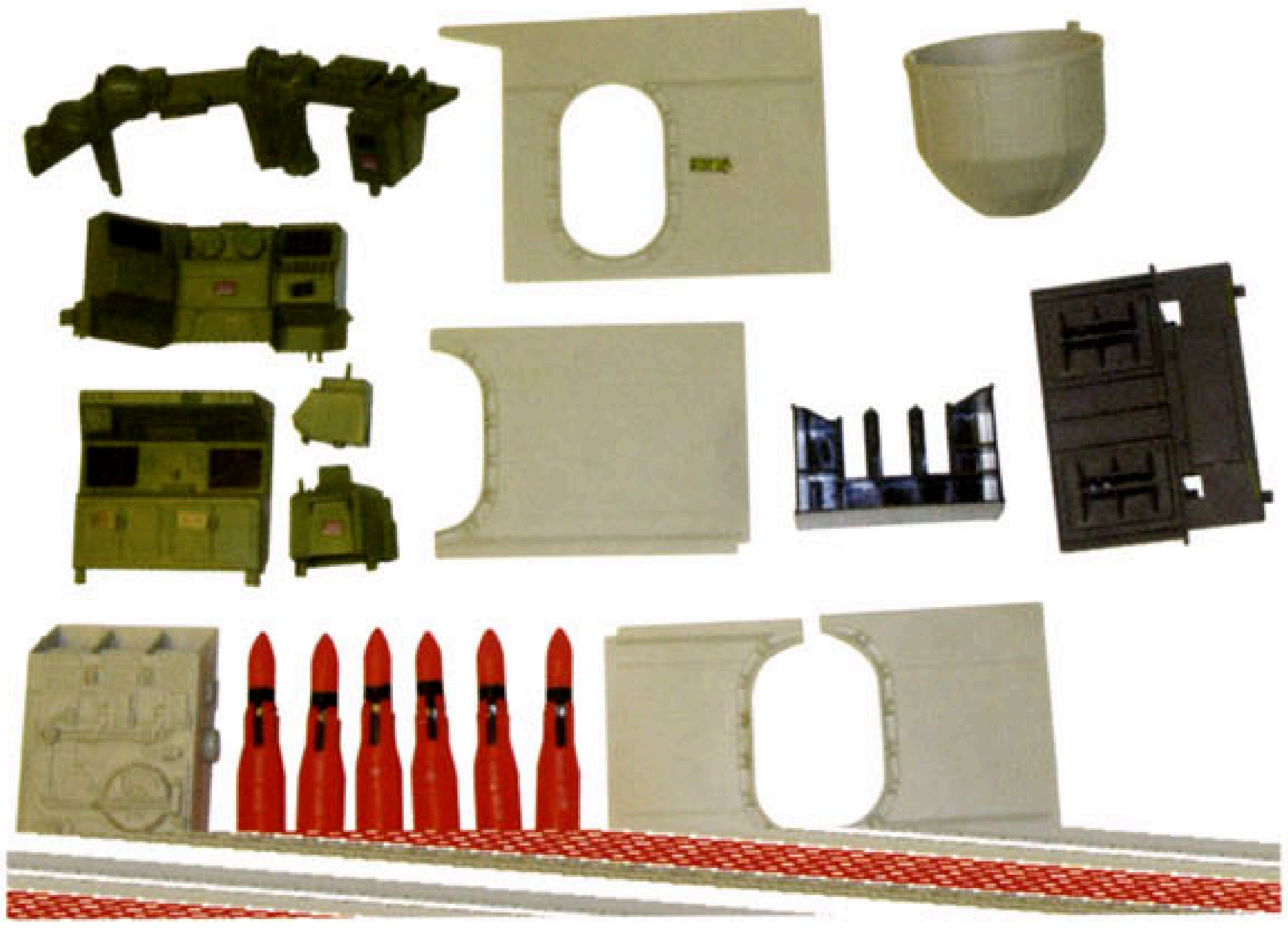
As for real-world similarities, there has been much debate on G.I. Joe websites regarding the designs of the U.S.S. Flagg, as the toy has been compared to the U.S. Navy's Kitty Hawk supercarrier (hull design) and the older Forrestal-class vessels. A supercarrier is the largest class of aircraft carrier, and they are the largest warships ever built. Because of these similarities, it can be deduced the U.S.S. Flagg is a conventionally-powered aircraft carrier, dissimilar to the much larger nuclear-powered Nimitz-class (although the Flagg's angled deck, two catapults, and aircraft it could accommodate suggests a Nimitz-class ship).

The U.S.S. Flagg is named after the G.I. Joe Team's original commanding officer, Brigadier General Lawrence J. Flagg, who was killed in Marvel Comics' *G.I. Joe* #19 ("Joe Triumphs!", January, 1984).

The U.S.S. Flagg's fuel trailer and towing vehicle close-up.



The U.S.S. Flagg's easily lost pieces.



More easily lost pieces for the U.S.S. Flagg.

Although the aircraft carrier is commanded by Admiral Keel-Haul (1985) in comic book lore, in the Sunbow cartoon, Admiral Ledger is shown to be the man in charge (perhaps "Admiral Ledger" is a pun on the term "General Ledger," [the main accounting record of a business]--as a Navy Admiral [full admiral = O-10] is roughly equivalent to an Army General [O-10]?).

As a final note, G.I. Joe Lead Designer Ron Rudat had this to add about the designs of the U.S.S. Flagg: "When designing the Flagg we went to Quonset Naval Base at Quonset Point R.I. ...the base was still operational at the time and I remember that either I or Kirk Bozigian had gotten permission from the Naval Base to visit. [Many other designers were present.] I don't remember the name of the ship [an Essex-class aircraft carrier (?)] but I remember going down below on the second deck and it was massive. We also went to the film dept. and received photos of the ship. We also rode on one of the aircraft elevators to the top deck. This is the kind of reference that we liked when creating a vehicle. Unfortunately today, or should I say since the mid-nineties, designers don't do the research like we did. They mostly get what they know from books."

EASILY LOST PIECES & PARTS

To find a U.S.S. ("United States Ship") Flagg Mint in *Sealed* Box could cost you well over $2000, while a mint, loose, and *truly* complete Flagg will still set you back roughly 1/3 of that cost. The Flagg features many easily lost/removable items, and the best way to disseminate these pieces to collectors is via the "includes" line on the package back: Bow stairs, bow hull, stern hull, superstructure top, second deck, second deck wall, superstructure bottom, fantail deck, bow deck support, stern deck support, middle deck support, truss support, deck support(s) B&C, crane derrick, crane top & bottom, two (2) superstructure doors, stanchion, radome, blast shield & tray, missile box top & bottom, missile box divider & base, admiral's launch, towing hook, crane roller, two (2) anchors, two (2) stairs, two (2) missile control dishes, two (2) missile control bases, two (2) missile control antennae, arrestor base left & right, fantail rail, three (3) gun bodies, three (3) gun turrets, three (3) gun barrels, crane engine cover, railing 2nd deck end, railing 3rd deck, two (2) clips, railing 2nd deck, two (2) fuel nozzles, sixteen (16) deck clips, two (2) elevator support slides, elevator support frame, blast shield support, helmsman's wheel, davit, two (2) davit arms, two (2) ladders, crane hook, arrestor hook, engine cover, tow vehicle, ss radar screen, ss radar support, flagpole, mast top & bottom, mast cap, mast radar 1, 2 & 3, communication screen, two (2) sonar detectors, two (2) sonar detector caps, six (6) missiles, main console, combat computer console, helmsman's console, admiral's console, radioman computer, helmsman's stand right & left, helmsman's cap, crew chair "A" & "B," purge valve, bomb rack, vehicle seat, admiral's chair front & rear, six (6) wheels, lower bulkhead "C" & "D," upper bulkhead "A" & "B," fuel trailer top & bottom, superstructure bottom.

The above list individually cites every single part needed to complete a U.S.S. Flagg, but the list of most common missing pieces reads as follows: 11-piece main antenna, net antenna, flag, Admiral's Launch (lifeboat), lifeboat deck holder, two (2) lifeboat davit arms, two anchors, two-piece tractor-trailer utility vehicle (note that the fuel trailer has two gas nozzles attached to a hose, and the tractor includes an engine cover), yellow arrestor hook, missile rack, three chairs (two green, one dark gray Admiral's chair), four bulkhead doors (A-D), two (2) ladders, two (2) sets of stairs, one (1) bow ladder, helm (with wheel and base), two (2) missile control radar tips, sixteen (16) deck clips (and rarely will you see all sixteen with the Flagg, as many of these "pop out" even after assembly), fantail deck railing, six (6) large orange missiles, crane, crane engine access cover (rarely, if ever, found on the crane), stanchion (the thin white support post), three (3) deck rails (two long, one very short), two hull doors (that open and close), arrestor cable with two attached arrestor clips, blast cover, blast cover pin (to attach the cover to flight deck), radome housing, five green computer systems (see notations above), and the removable armory missile holder.

As a final note, along with the U.S.S. Flagg's lengthy blueprints, MISB samples of the playset came with a single sheet of "U.S.S. Flagg Aircraft Carrier Label Placement Instructions" as well.

MISB: **$1900-2200+**, MIB (complete): **$1000-1200,** MLC (complete): **$650-750,** (incomplete): **$250-300** (varies)

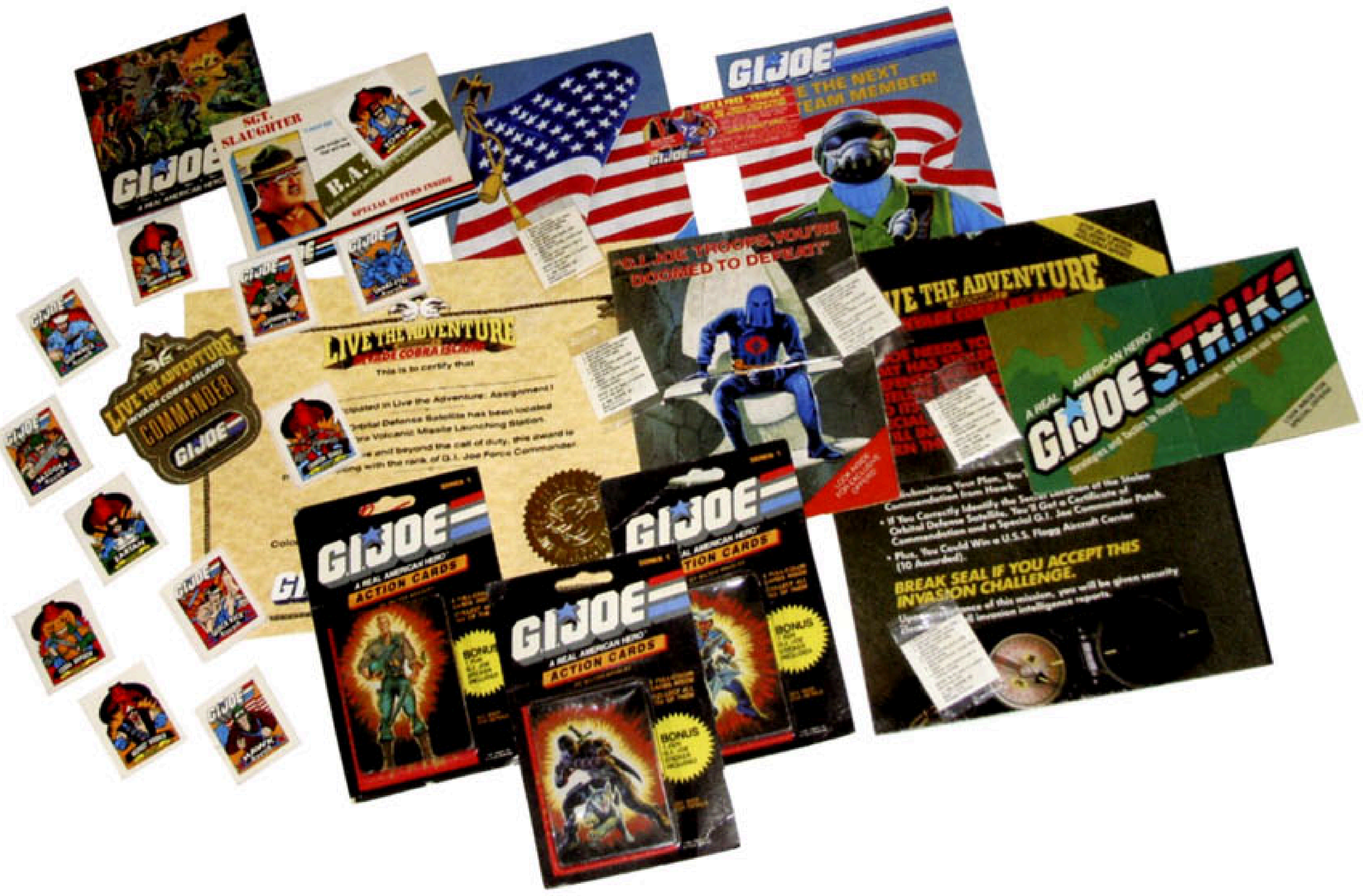
Series V 1986

Although many G.I. Joe cartoon fans had grown accustomed to the G.I. Joe Team's leadership under Duke – the charming and handsome First Sergeant, Marvel Comic book fans were treated to the return of Hawk, the original field commander of the team, now promoted to the rank of Brigadier General. Not only did the G.I. Joe Team restructure its ranks, Cobra followed suit with the introduction of Serpentor, the Cobra Emperor – the amalgamation of history's greatest conquerors. Serpentor ("created by" Destro and Dr. Mindbender) jockeyed for leadership with Cobra Commander, who was reduced to the status of a lackey in Season Two of the all-new *G.I. Joe: A Real American Hero* animated series, beginning with the five-part miniseries "Arise, Serpentor, Arise," and continuing on for twenty-five more episodes.

The trend to replace certain phased-out G.I. Joe characters from 1982-1985 continued in 1986, where particular MOS's (Military Occupational Specialties) were given to all-new team members: Beach Head (Ranger) replaced Stalker (Ranger, 1982), Dial-Tone (Communications) took over for Breaker (Communications Officer, 1982), Iceberg (Snow Trooper) was handed the reins from Snow-Job (Arctic Trooper, 1983), Leatherneck (Marine) was swapped for Gung-Ho (Marine, 1983), Lifeline (Rescue Trooper) filled Doc's (Medic, 1983) shoes, Lift-Ticket (Tomahawk Pilot) was the logical successor to Wild Bill (Helicopter Pilot, 1983), Sci-Fi (Laser Trooper) substituted for Flash (Laser Rifle Trooper, 1982), Slip-Stream (Conquest X-30 Pilot) stood in for Ace (Fighter Pilot, 1983), and Wet-Suit (SEALS) fulfilled largely the same function as Torpedo (SEAL [Sea, Air, and Land], 1983). Even Cobra Command "freshened" their ranks, as the Cobra Viper corps took the place of the legions of generic Cobra (The Enemy, 1982) soldiers.

1986 also marked the first year that G.I. Joe received its very first specialized sub-team: the Toys 'R Us exclusive Special Mission: Brazil boxed set--replete with re-colored figures from 1986 (Dial-Tone, Leatherneck, Mainframe, Wet-Suit, and the all-new character: Claymore). This "Mission: Brazil" boxed set was an exclusive designed to encourage G.I. Joe collectors to shop at Toys 'R Us, for this was the only place at retail where the set was available: a cunning way for Hasbro to encourage consumers to enter a specific retail outlet.

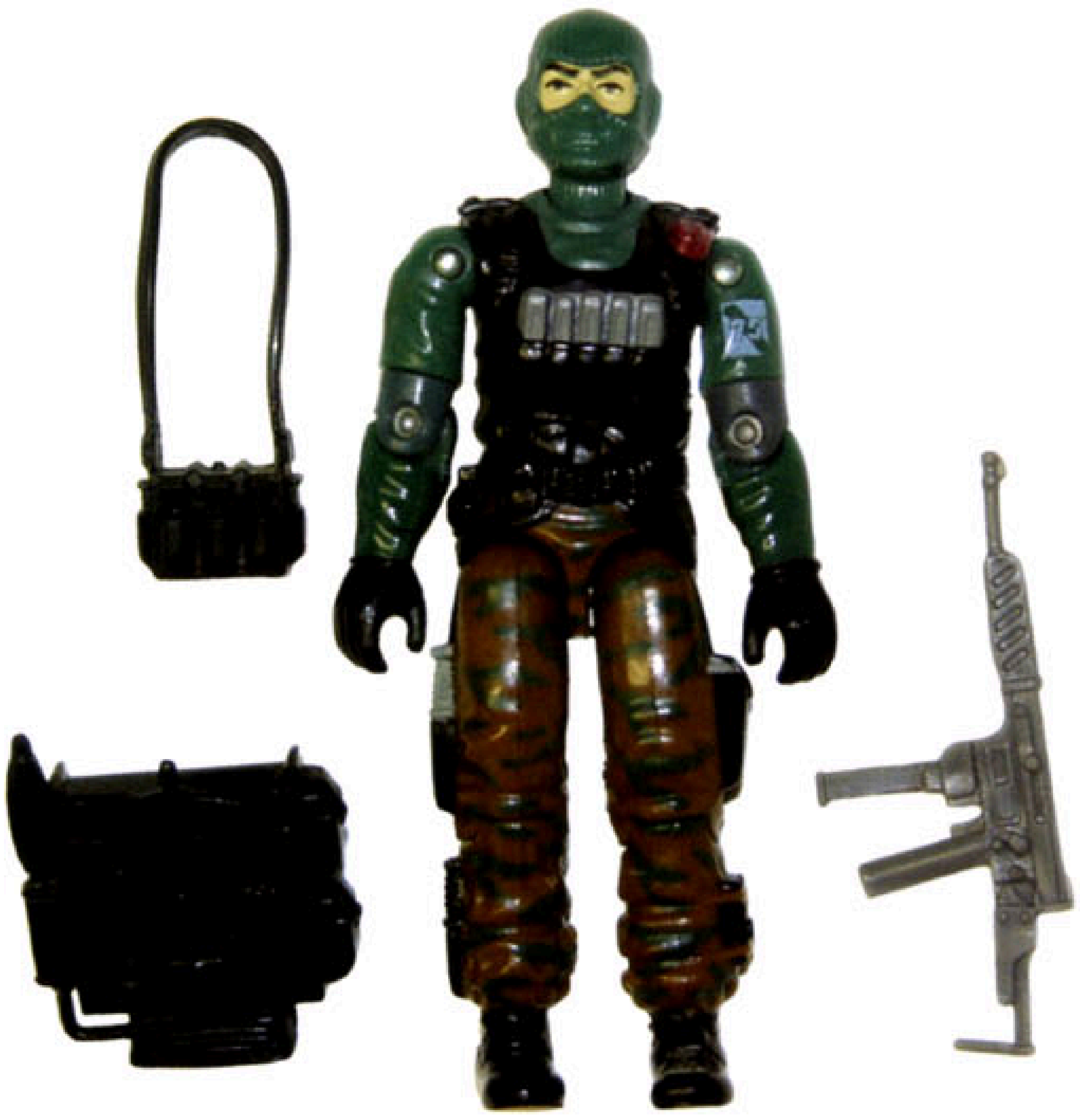
1986's G.I. Joe ephemera: 1986 Hasbro Product catalog, Sgt. Slaughter B.A.T.T.L.E. booklet, G.I. Joe S.T.R.I.K.E. booklet, Live the Adventure: Invade Cobra Island booklet, Live the Adventure: Invade Cobra Island mail-in redemption patch, G.I. Joe Action Cards Series 1 (Milton Bradley), The Fridge Action Figure Offer (action figure) insert, G.I. Joe Action Figure Body Transfer (set of twelve), "G.I. Joe Troops, You're Doomed to Defeat!" booklet, Be the Next G.I. Joe Team Member (oversized) Steel Brigade application (front and back).



BEACH HEAD

Ranger

(Includes: 9mm XF-7 Wasp Submachine Gun, Utility Backpack, Ammo Case)



According to the DOD Dictionary of military terms, a beachhead is a "designated area on a hostile or potentially hostile shore that, when seized and held, ensures the continuous landing of troops and materiel, and provides maneuver space requisite for subsequent projected operations ashore." This certainly sums up Beach Head's character's personality—potentially hostile, but steadfast and integrally important to the Joe team. His original code names (according to the prototype dossier) were Cool, Ambush, and Mr. Bones.

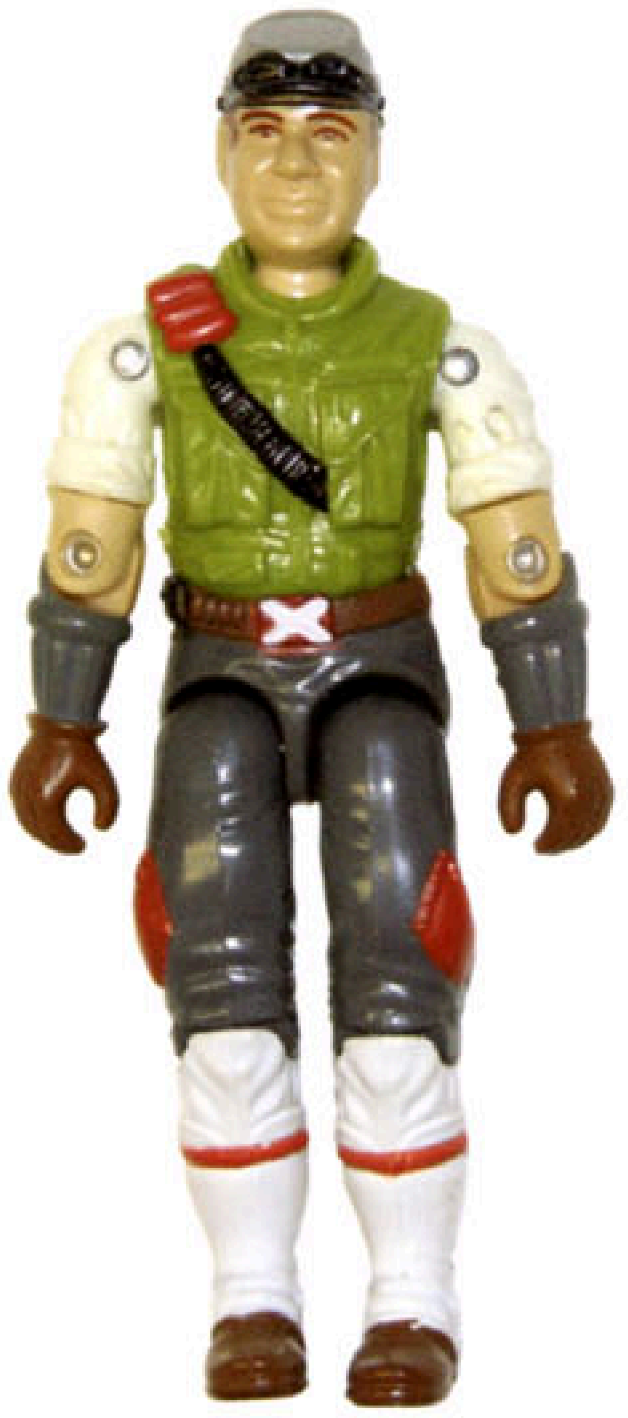
Regarding his action figure, collectors will notice that there are two different versions of Beach Head's ammo case, one with a strap made of hard plastic (early release), and one of soft plastic (later release). The one with hard plastic was replaced because the strap was prone to breakage.

MOC: **$85-100**, MLC: **$10-14**

CROSS-COUNTRY

H.A.V.O.C. Driver

Included with the H.A.V.O.C.



Born and raised in Greensboro, North Carolina--the final "capital" city of the Confederacy (the last place the Confederate government met as a group)--it is easy to make an association between this "Heavy Vehicle Operator" (his PMS [Primary Military Specialty]), and the Confederacy, since Cross Country wears a belt buckle with the Battle Flag of the Confederacy sculpted into its brass, and dons a gray Civil-war replica Confederate Kepi (his "forage" cap) on his head. It should be explained here that the Hasbro designers were in no way supporting the Confederacy or the Union, simply that Ron Rudat (the head action figure designer) and Larry Hama were fascinated by the artifacts of military history (see Heavy Metal 1985).

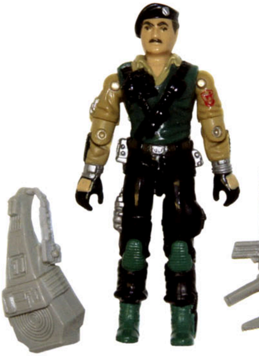
In the Sunbow cartoon, Cross-Country (by definition, "traveling over rough or open terrain") speaks with a Southern accent, and is a popular vehicle driver because although his H.A.V.O.C. (a tracked vehicle) "...has natural advantages... it is Cross-Country's talent for sensing the most favorable grade, the shallowest mud, and the firmest sand that makes the difference." On the prototype file card, Cross-Country's file name is "Arlen W. Slaughter" (instead of "Robert M. Blais") and the vehicle he drives is the Rhino, and not the H.A.V.O.C. (1986).

MOC: **N/A**; MLC: **$5-7**

DIAL-TONE

Communications

(Includes: 9mm Parabellum Submachine Pistol with Silencer, Anti-Scrambler Communications Backpack with Microphone)



In his prototype dossier, Dial-Tone's operative code names were Squelch and Hot-Line*. During his formative years, Jack S. Morelli (Dial-Tone's file name, incidentally named after the famous comic book letterer/creator Jack Morelli according to Larry Hama) "built his own crystal set [a rudimentary radio] when he was ten…had his own ham [wireless amateur radio; from "ham"--an amateur who "overacts"] station by the time he was sixteen…[making] all his own equipment, buying parts with quarters earned bagging groceries" (from the prototype file card). Dial-Tone "…saw the army as a means to furthering his education in his chosen field and quickly found that instead of a stepping stone, it was a goal in itself. Manning a radio in the field wasn't just passing time—it was a job with a purpose."

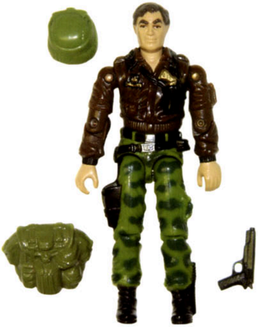
** Larry Hama's handwritten note to Hasbro re: Dial-Tone's code name: "If you go with 'Hot-Line' instead of Dial-Tone, change "Hot-Spot" to "Sci-Fi" on the Laser Trooper (1986).*

MOC: **$50-70 MLC: $6-10**

HAWK

G.I. Joe Commander

(Includes: Walther PPK 9mm Short Pistol, Field pack, Helmet)



Hawk was the original field commander of the Joe Team and this incarnation of the character was the first to show him as he was portrayed on the Sunbow cartoon. In the animated program, Hawk was reintroduced to the G.I. Joe canon because of his promotion to Brigadier General (O-7).

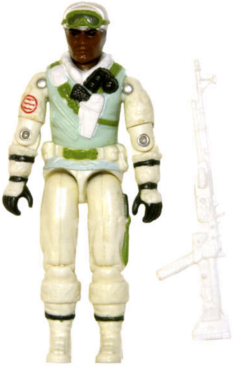
The design of this figure was well received by collectors, as it had a distinct military flavor: with his regulation B-3 sheepskin bomber jacket, helmet with goggles, and olive-drab field pack, Hawk's figure added contrast to some of the more gaudily-clad G.I. Joes and Cobras of 1986. Hawk's pistol is a re-colored (black) version of the G.I. Joe Admiral's Walther PPK. As a final note, collectors should remember that this figure was offered as a Hasbro Direct mail-away in 1992 ("Terror of the Tundra") and came with a file card (although the file card for this mail-away is a rectangular one [produced post-1991), and only one accessory: a gold Cobra Commander rifle (1991). Hawk's field pack, helmet, and pistol were not included with this mail-away. Furthermore, astute collectors will notice that Hawk's hair is now brown, as opposed to his original (and widely accepted) blond color. Regardless, for more information on the character, see Hawk (1982).

MOC: **$45-55**, MLC: **$7-10**

ICEBERG

Snow Trooper

(Includes: XM60E3 7.62mm Machine Gun)



Along with Snow Job (1983) and Frostbite (1985), the G.I. Joe Team added yet another winter operations specialist to their ranks: Iceberg. With the operative code names (from his prototype file card) of Winter, Ice-Man, Cool Breeze, and Chill, Iceberg had a decidedly different pre-enlistment background than his peers: "Iceberg hates hot weather. In Brownsville [Texas, his birthplace] in the summer, you can spit on the sidewalk and watch it sizzle. While other kids saved up for bicycles, Iceberg saved up for an air conditioner. Perhaps this is why Iceberg is such an effective Infantryman (his PMS) and Cold Weather Survival Instructor (his SMS).

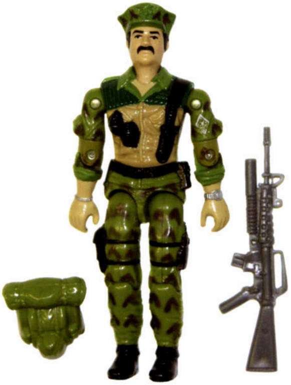
Iceberg's action figure came with only one accessory—a very long white machine gun. This rifle does have a real-world basis: it appears to be an M-60 machine gun with a longer (extended) barrel. As a final note, Iceberg's action figure was offered as a Hasbro Direct mail-away in 1992 (in the "Terror of the Tundra" brochure) and came with his file card (although this mail-away file card is rectangular [produced post-1991]), and a single accessory: the large tan Rock-Viper rifle (the H&K PSG-1, 1991). Iceberg did not come with his long white machine gun in this mail-away.

MOC: **$35-45**, MLC: **$6-8**

LEATHERNECK

Marine

(Includes: M-16 "Over/Under" Rifle, Field Pack)



Leatherneck is described in his file card as "...uncouth, opinionated and overbearing… [with] no patience at all with the indecisive, the lazy, and the dishonest. Not a man you can like, but one you can trust," Leatherneck was the second Marine recruited to the G.I. Joe team (see Gung-Ho, 1983). According to his prototype dossier, his originally proposed code names were Gyrene (term for a U.S. Marine [ca. 1894, origin unknown]), "Semper-Fi" (see Sgt. Slaughter, 1985), Jar-Head (also a slang term for a U.S. Marine: "jar-head" = stubborn; with a head like a jar [ca. 1916]), and Gunny (U.S. Marine Corps slang for "Gunnery Sergeant" [grade: E-7]).

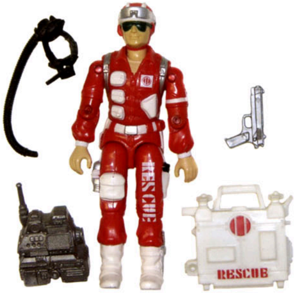
MOC: **$45-55**, MLC: **$8**

LIFELINE

Rescue Trooper

(Includes: EMS Kit with Oxygen Mask, Browning Double-Action 9mm Pistol, Relay Backpack)

The inside of Lifeline's EMS Kit.



Lifeline functioned as a battlefield medic, administering emergency medical treatment to battlefield casualties, for "The troops have to know that if something really heavy comes down on them and they're in no condition to walk out of the mess, somebody is going to have the heart to wade in and extricate them. That somebody is Lifeline."

Although Lifeline is a pacifist (in both the Sunbow cartoon and Marvel comic book), the painting on his carded figure pictures the Rescue Trooper holding his Browning pistol in his right hand, with another pistol placed in his left leg holster. Regardless of this depiction, the pistol listed on his card front's "Includes" line is a "Browning Double-Action 9mm Pistol."

As a final note, loose samples of Lifeline's action figure without his silver Double Action Browning 9mm pistol AND without the molded black sidearm and white hoslter crafted onto his left leg are from a later Rice Krispies promotional mail-away (1991).

MOC: **$60-70**, MLC: **$8-10**

LIFT-TICKET

Tomahawk Pilot

(Includes: Microphone)

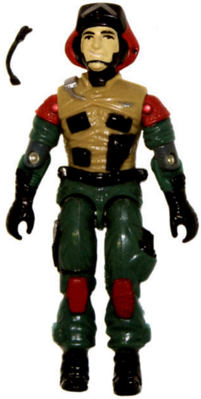
Included with the Tomahawk.

Lift-Ticket was a fairly popular G.I. Joe character, for he came with the enormously collectible Tomahawk helicopter. His action figure comes equipped with one of the rarer G.I. Joe accessories—his small black microphone.

As a character Lift-Ticket "…was one of those guys who joined the army to get out of his hometown. The big difference with Lift-Ticket is that he scored so high on the aptitude test, he qualified for West Point Prep., O.C.S. (Officer Candidate School) and Flight Warrant Officer School.

As a final note, Lift-Ticket's file name is "Victor W. Sikorsky," an allusion to the American aircraft manufacturer that developed the first stable, single-rotor, fully-controllable helicopter to enter large full-scale production (ca. 1942).

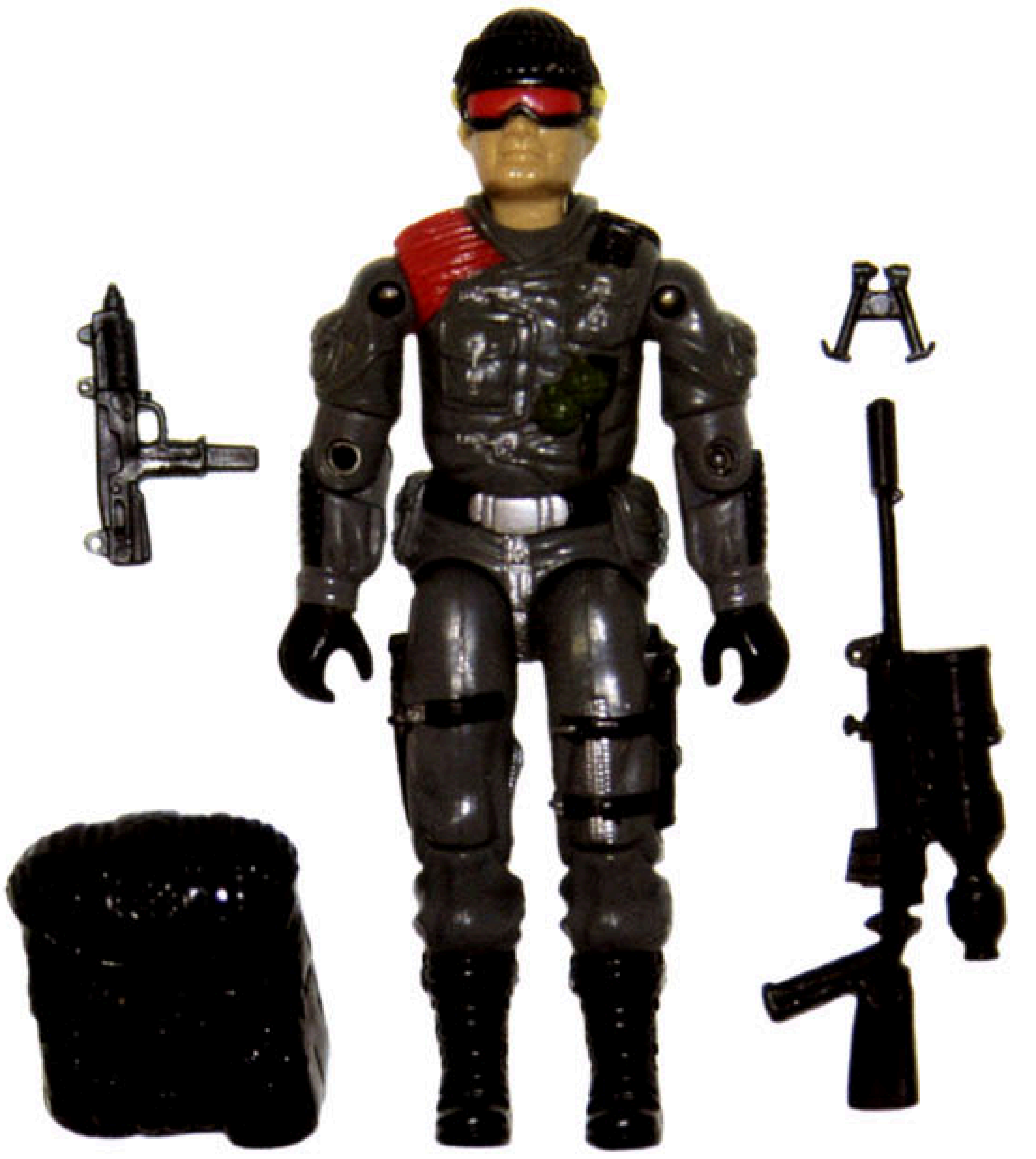
MOC: **N/A**, MLC: (with microphone) **$20-25**, (without microphone) **$5-7**



LOW-LIGHT

Night Spotter

(Includes: 7.62mm Model 85 Sniper Rifle w/Bipod, Uzi Submachine Gun, Backpack)



With his black ski-cap, red goggles, dark gray camouflage, Model 85 sniper rifle, and Uzi pistol, Low-Light is a popular action figure on the secondary market. His mass-produced file card illustrates the character's life prior to enlistment: "As a child in North Dakota, Low-Light was afraid of the dark, timid with animals, and shy of loud noises… until one precarious hunting expedition with his father. Low-Light somehow lost his way in the impenetrable darkness. He was found three weeks later with his flashlight, .22 rifle, and a grin from ear to ear."

Regardless, after this traumatic experience, Low-Light was a changed man, for "Ten years later he was an instructor at the Army marksmanship program in Fort Benning and a self-taught expert on image intensification [i.e. the use of night vision devices that allows images to be produced in levels of light approaching total darkness]."

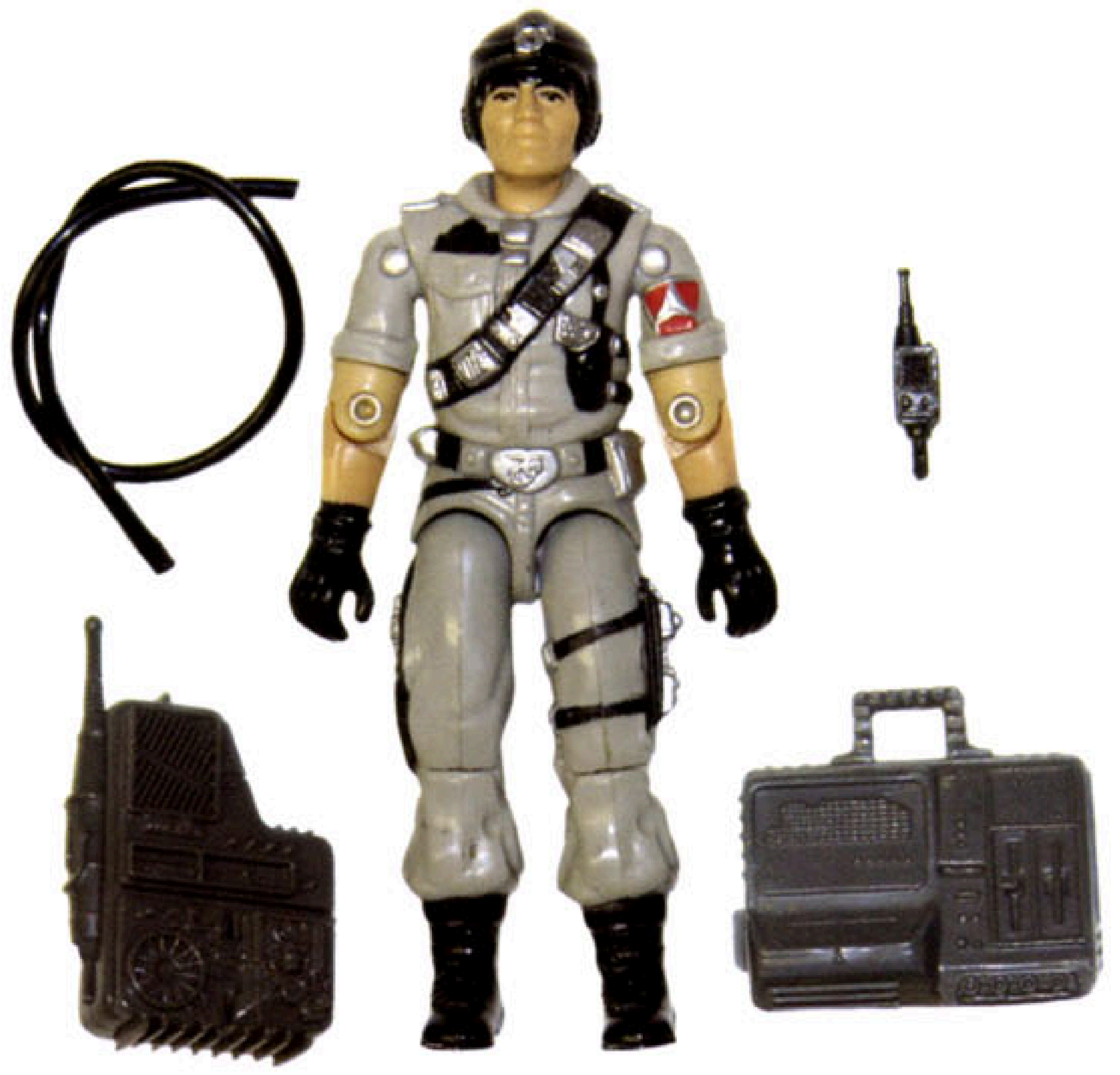
Ron Rudat, Hasbro's Lead Designer, had this to say about his construction of Low-Light: "I really admire the Navy Seals a lot. They're brave guys who risk everything for our country. Low Light was designed after the Navy Seals as a sniper, but somehow ended up in the Army? He's a cool character. I only wish we could have had him in a ghillie suit (camouflage suit)."

MOC: **$60-75**, MLC: **$10-12**

MAINFRAME

Computer Specialist

(Includes: BP75E Field Transmitter Receiver Unit, Walkie Talkie, hose, and Portable Combat Ready Computer System)



With the prototype code names of CHIP (chip: a small piece of semiconducting material on which an integrated circuit is embedded), Big-Byte (byte: the basic unit of measurement of information storage in computer science), and Relay (relay: an electrical switch that opens and closes under the control of another electrical circuit), Mainframe was one of the few G.I. Joe figures not to come with a weapon—even though he wears his Combat Infantryman's Badge. Mainframe's military career is long and storied, as noted on his prototype dossier: "Main-Frame [sic] enlisted in the Army Airborne at the age of seventeen and made it over to South-East Asia for the last year of hostilities, just in time to get his Combat Infantryman's Badge. He left the Army to get his degree from MIT on the G. I. Bill and did a stint toiling in the antiseptic corridors of Silicon Valley making big bucks and fighting off boredom with a stick. Luckily, the Marines were looking for a few good men with just his qualifications, the proper papers were signed, and Mainframe was back in uniform."

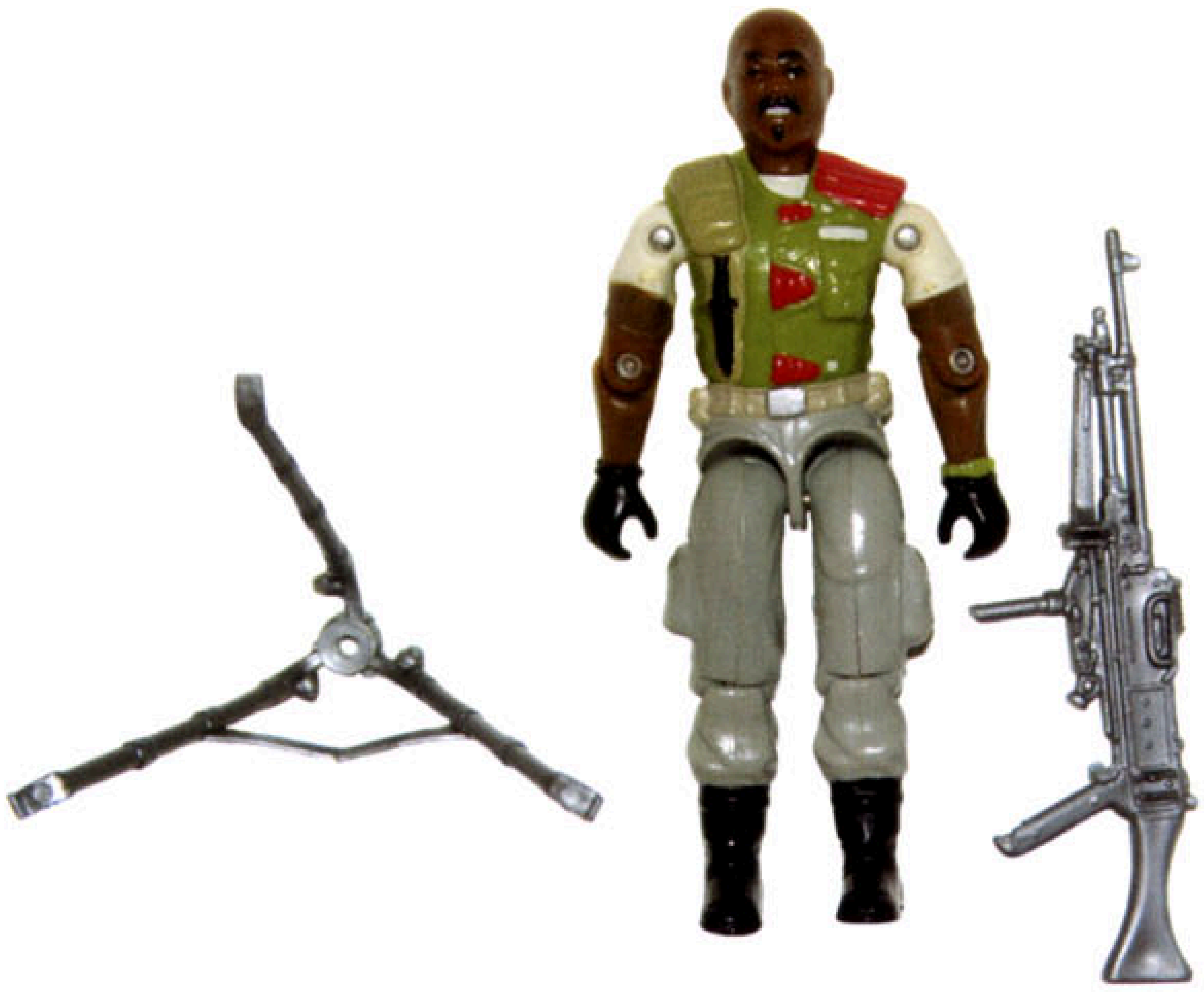
Larry Hama provided an addendum to Mainframe's prototype file card, one not seen until now: "NOTE TO HASBRO (NOT FOR PRINT): This bio is the only way to justify Main-Frame being in the Marines and still wearing an ARMY Combat Infantryman's Badge which you can only get by being in combat with hostile forces. Anybody that's wearing one now earned it in Viet Nam, Korea, or WWII! By the way, the CIB [badge] and the Airborne badge are on the wrong side of his shirt!"

MOC: **$45-55**, MLC: **$6-8**

ROADBLOCK

Heavy Machine Gunner

(Includes: L7A21 GPMG Heavy Machine Gun and Tripod)



With a PMS (Primary Military Specialty) of Infantry Heavy Weapons, and an SMS (Secondary Military Specialty) of Cook, Roadblock was so popular a character that he received an updated figure with new uniform in Series V, 1986.

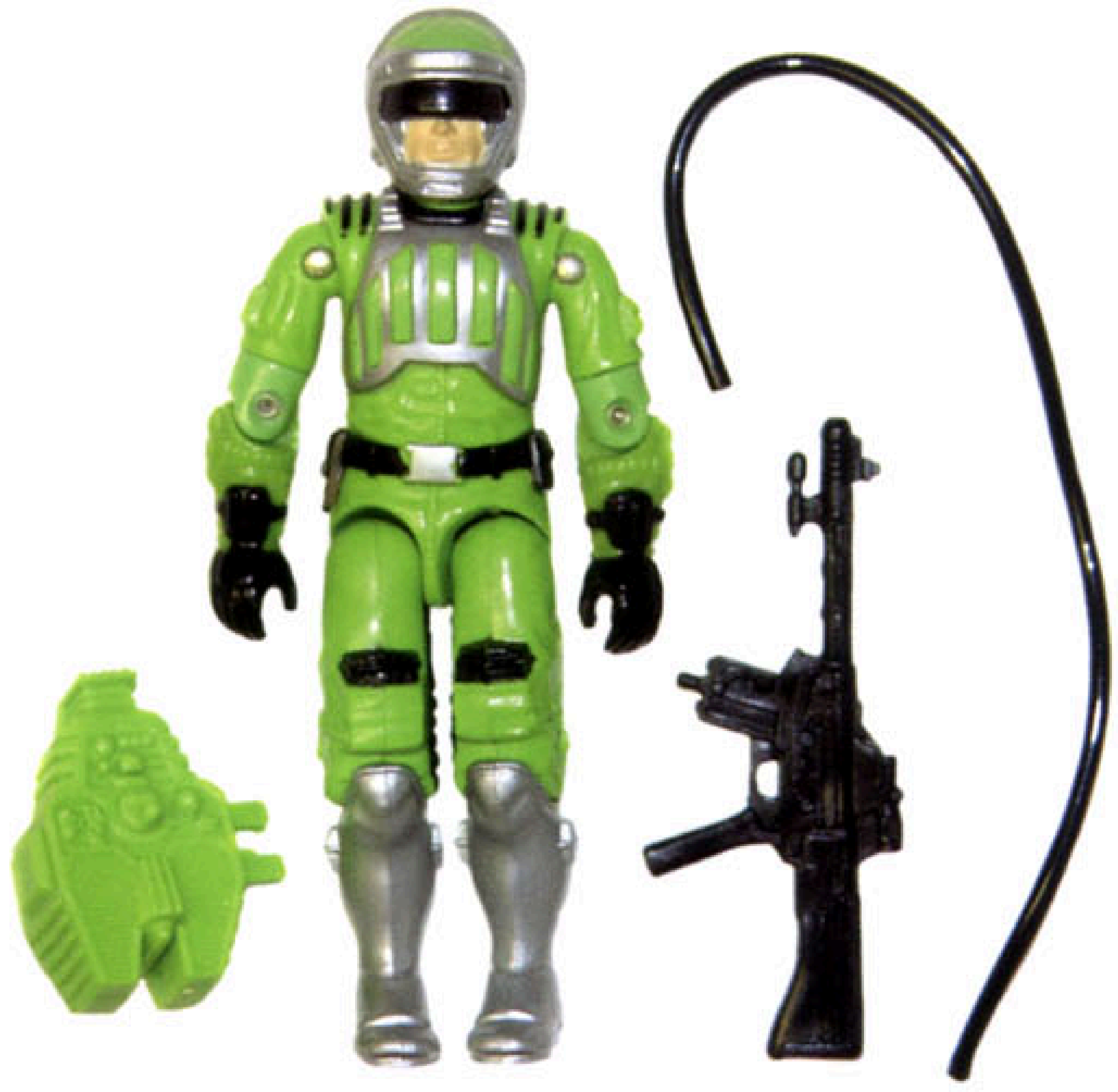
Roadblock's action figure comes with an L7A21 GPMG ("General Purpose Machine Gun") Heavy Machine Gun according to the "Includes" line on his card front. Unfortunately, this L7A21 can't also be considered a "Heavy Machine Gun," because a GPMG only fills the role of a light machine gun or medium machine gun. Therefore, this second version of Roadblock (the G.I. Joe Team's Heavy Machine Gunner) did not come with an actual heavy machine gun.

MOC: **$45-55**, MLC: **$8-10**

SCI-FI

Laser Trooper

(Includes: XH 86 LLOM Beam Laser Rifle w/Power Source Backpack and Hose Attachment)



Sci-Fi (prototype code names: Hot-Spot* and Red Light) was the second "Laser Trooper" granted membership onto the G.I. Joe team (see Flash [Laser Rifle Trooper], 1982). Sci-Fi--in his futuristic neon green uniform--was a curious-looking figure, and many collectors have commented upon his lack of military fatigues.

His Peer Personality Profile illustrates his effectiveness as a Directed Energy Expert: "When Sci-Fi braces his weapon and sights in on a target, he becomes a rock—no discernible movement of any kind. Birds perch on top of his helmet. He transcends mere stillness to another plane of immobility. You don't even see the trigger finger move. It's like he wills that beam of light to stab the darkness..."

** Larry Hama's handwritten note to Hasbro re: Sci-Fi's code name: "Not for use if Hot-Line is cleared for Communications Trooper [i.e. Dial-Tone]."*

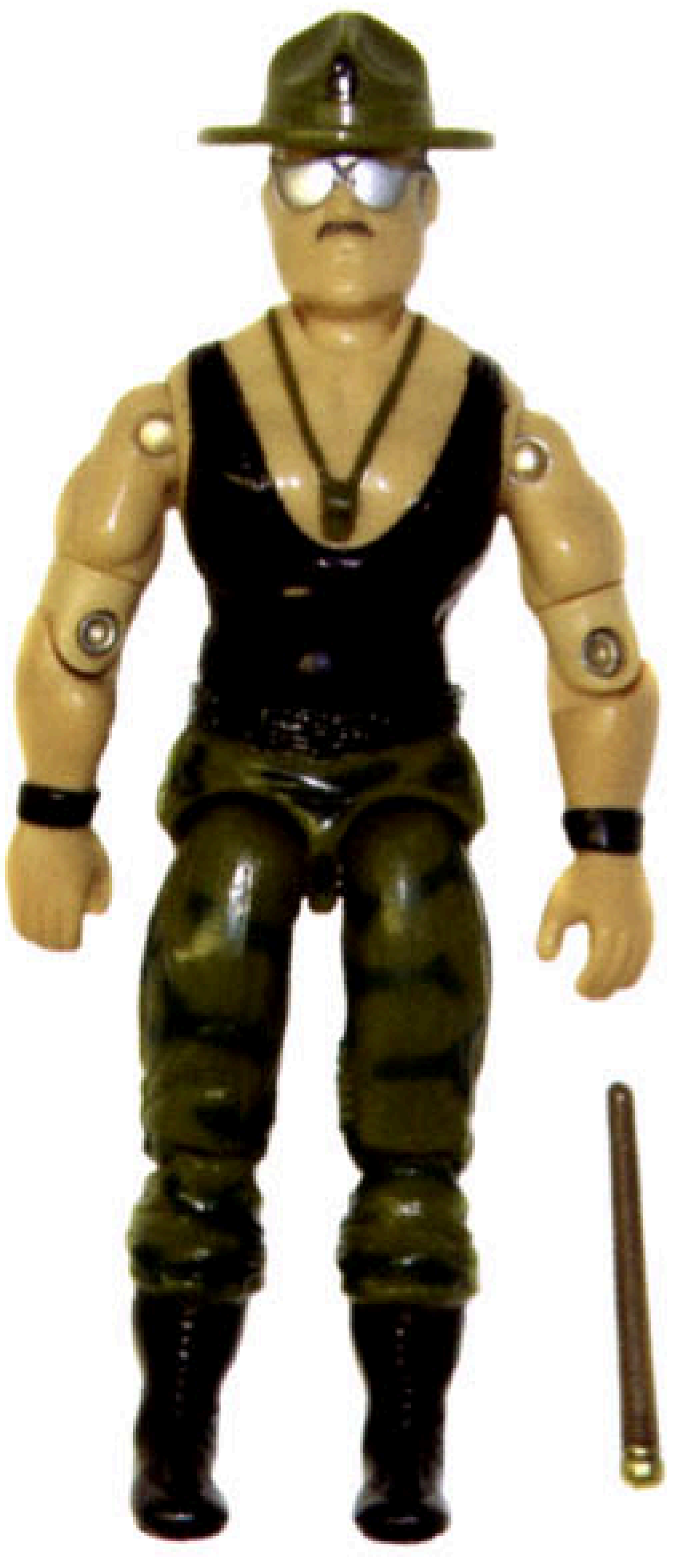
MOC: **$45-55**, MLC: **$7-10**

SGT. SLAUGHTER

Drill Instructor

(Includes: Baton)

Included with the Triple-T Tank.



This version of Sgt. Slaughter received an all-new color scheme, but this action figure is--for all intents and cost-saving purposes--a repaint of the 1985 mail-away version of the character. Sgt. Slaughter's MOS (Military Occupational Specialty) is Drill Instructor, which is the term for a non-commissioned officer with the specific duty of initiating new recruits entering the military into the customs and practices of military life. Since it takes a special type of drill instructor to motivate the members of the elite G.I. Joe Team, Sgt. Slaughter was handpicked for the job, for his "DI" prowess is illustrated in great detail on his file card's Peer Personality Profile: "His favorite pastime is marching over the boys' backs while they do finger pushups in the mud, and spewing out brutal verbalities [wordy expressions]. He has been known to ride his tank through enemy fortresses rather than blow them up just because it's more fun. They say he eats nails and spits out dum-dum bullets [bullets designed to expand upon impact (i.e. hollow-point or soft point bullets)]. They say he cleans his teeth with barbed wire, brushes his hair with a rat-tail file [("round files") a thin round steel file shaped like the tail of a rat] and shaves with a blowtorch. Everything and everywhere is a battle field to Sgt. Slaughter".

As a final note, there are two different versions of camouflage patterns on the Sarge's pants. Neither is more difficult to find at retail.

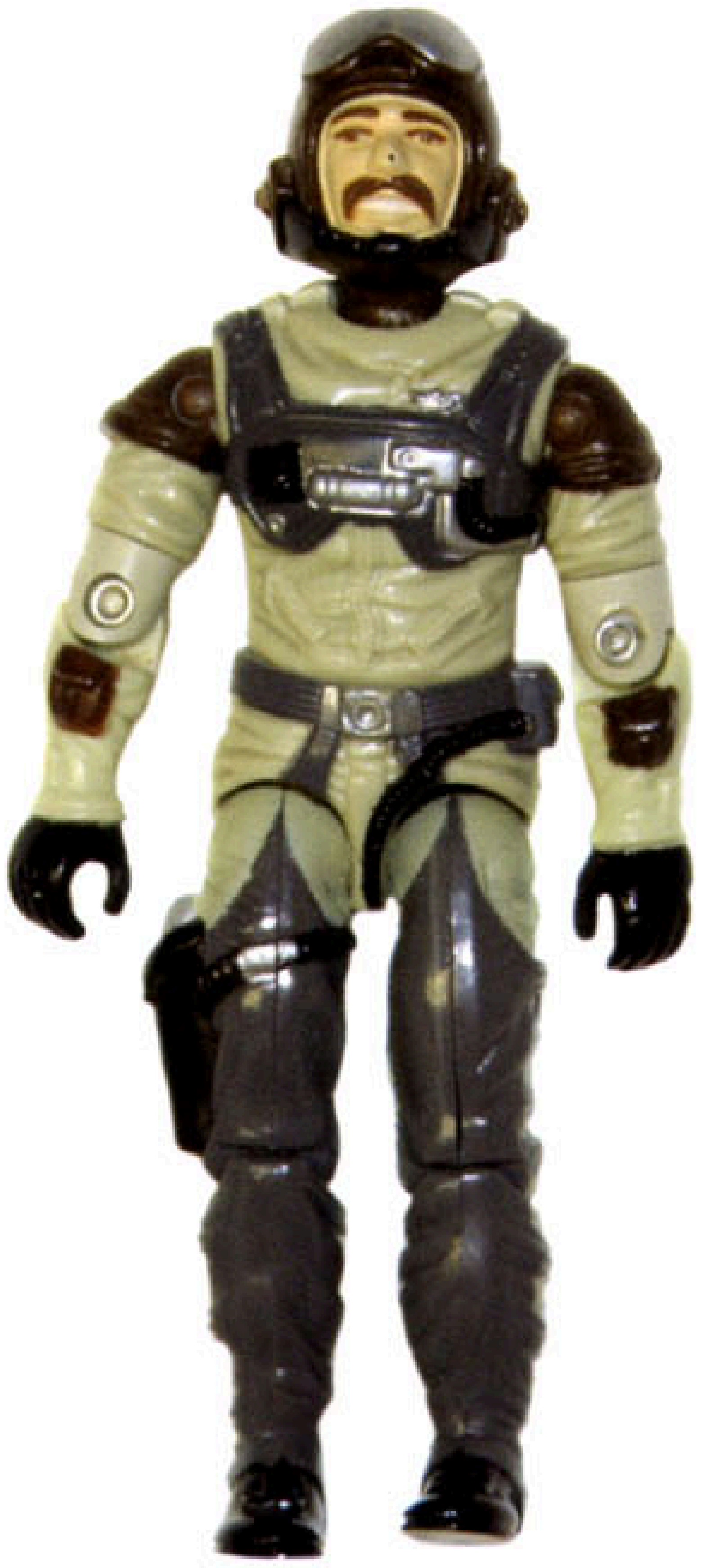
For a full bio on this character, see Sgt. Slaughter (1985).

MOC: **N/A**, MLC: **$8-10**

SLIP-STREAM

Conquest X-30 Pilot

Included with the Conquest X-30.



According to his mass-produced file card, Lieutenant Slip-Stream (O-2, 1st Lieutenant) was a "video game whiz and computer hacker until he discovered flying. He joined the Jr. Civil Air Patrol while a teenager and eventually got his Air Force commission through the R.O.T.C. [Reserve Officers' Training Corps]. He finished at the top of his class in flight school [Army Aviation Flight School at Fort Rucker, Alabama] where his knowledge of computers and his lightning reflexes gave him a keen competitive edge. He speaks Armenian (as Slip-Stream's surname, "Boyajian," is Armenian), Greek, and French, plays a mean game of table tennis, and is known in the 'Pit' [G.I. Joe Headquarters] as an unrepentent [sic] joker and mimic."

Regarding Slip-Stream's action figure, there are two different versions of the toy: a "Made in Hong Kong" version--without prominent teeth, with crisp paint details, and a uniform molded in a lighter brown shade of plastic, and a "Made in China" version--with prominently-detailed teeth (a "toothy grin"), a darker brown plastic, and slightly weaker paint applications.

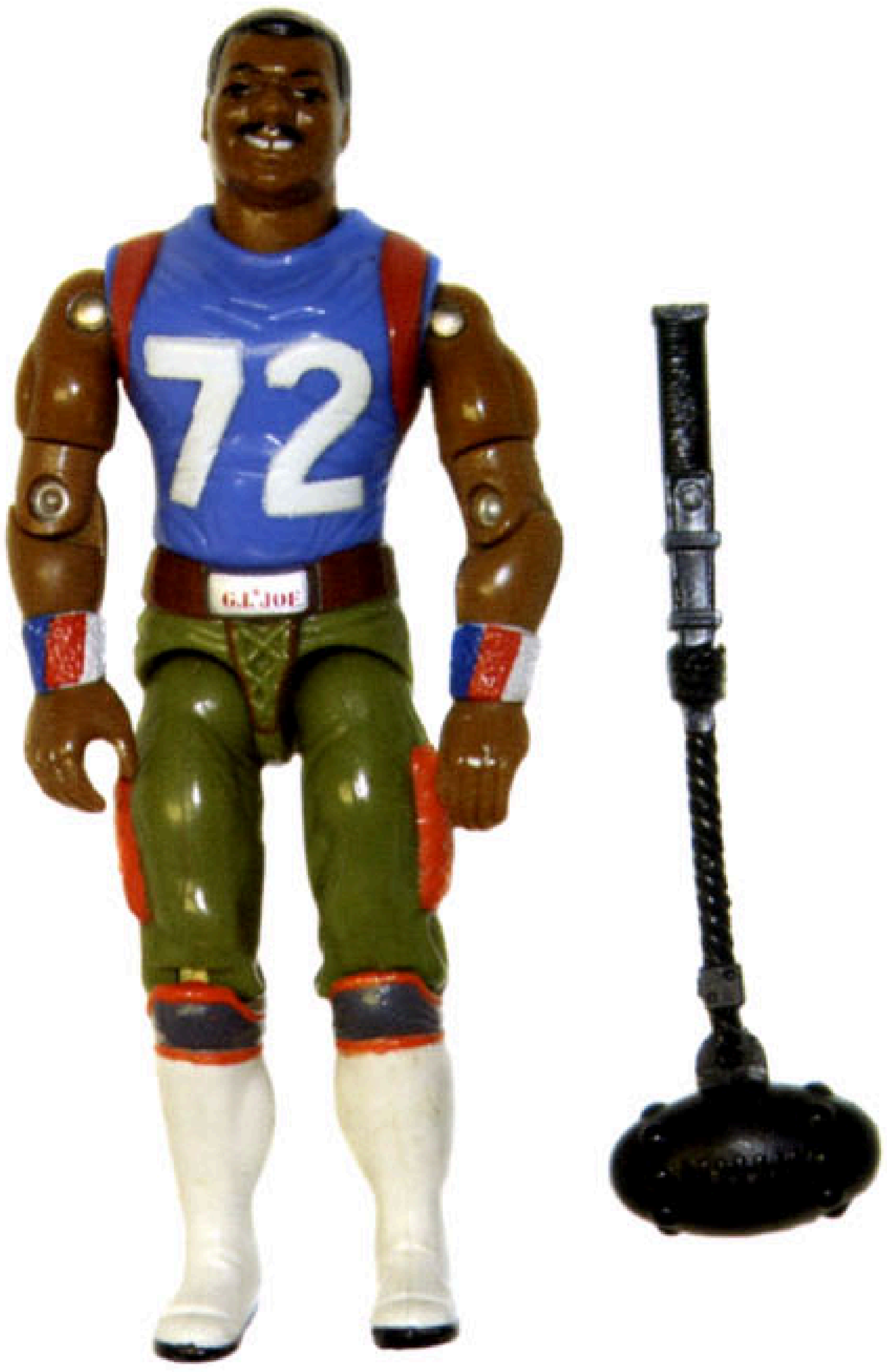
MOC: **N/A**; MLC: **$5-8**

THE FRIDGE

Physical Training Instructor

(Includes: Football attached to chain)

Mail-Away Exclusive



The G.I. Joe character known as The Fridge was directly based on professional footballer William "Refrigerator" Perry, the Pro-Bowl Defensive Lineman for the Chicago Bears, who was immortalized in action figure form after the Bears' stunning 1986 season. As the second real-life human being to be recruited to the G.I. Joe Team (see Sgt. Slaughter, 1985), The Fridge was obtained via mail by submitting coupons to Hasbro that were tucked inside G.I. Joe figure and vehicle packages. In addition to these coupons, collectors had to call a telephone number in order to receive a special code "PTI" (for Physical Training Instructor) which they were required to write on the coupons before redemption.

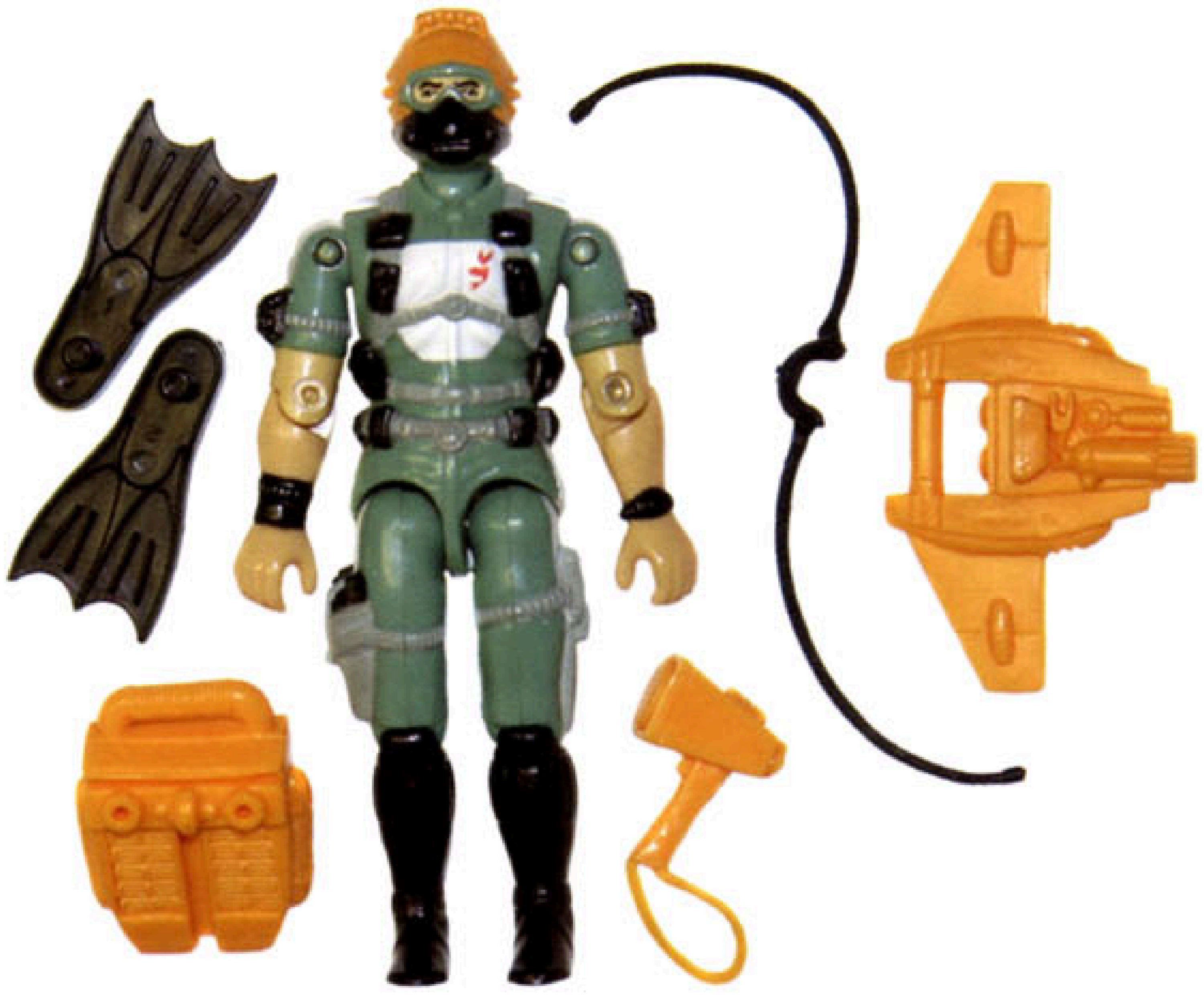
There is a variant of the Fridge figure with differently colored wristbands (differently ordered patterns of red and blue), but these do not affect the value of the figure. Collectors should also note that The Fridge's paint applications and figure design are surprisingly accurate: there is a gap left between his teeth, his figure's jersey number is #72--the same number he wore for the Chicago Bears, and his action figure has a white "Super Bowl ring" painted on his finger.

MOC: **N/A**, MISBaggie: **$22-26**, MLC: **$8-12**

WET-SUIT

SEALS

(Includes: Underwater Sea Sled, Scuba Tanks w/Hose, Underwater Search Light, Two Flippers)



Wet-Suit was the second Joe to have his MOS as Navy SEAL (Sea, Air and Land), the elite Naval Special Operations Unit of the U.S. Navy (see Torpedo, 1983). By definition, SEALS are a well-respected commando force that is adaptable to any changing environment (hence the acronym) and engage in Maritime Special Operations and Counter Terrorist Operations.

But, even though the character of Wet-Suit is ornery and cussed, he is also "...quite bright, being well-read in both the classics and the standard texts of military tactics [Sun-Tsu's *The Art of War* (ca. 6th century B.C.), Machiavelli's *The Prince* (1532), Clauswitz's *Vom Kriege* ("On War" 1832), and Musashi's *The Book of Five Rings* (ca. 1635)]." Wet-Suit's alternate code names according to his prototype dossier were Gator, Hammer-Head, and Soggy.

MOC: **$60-70**, MLC: **$10-14**

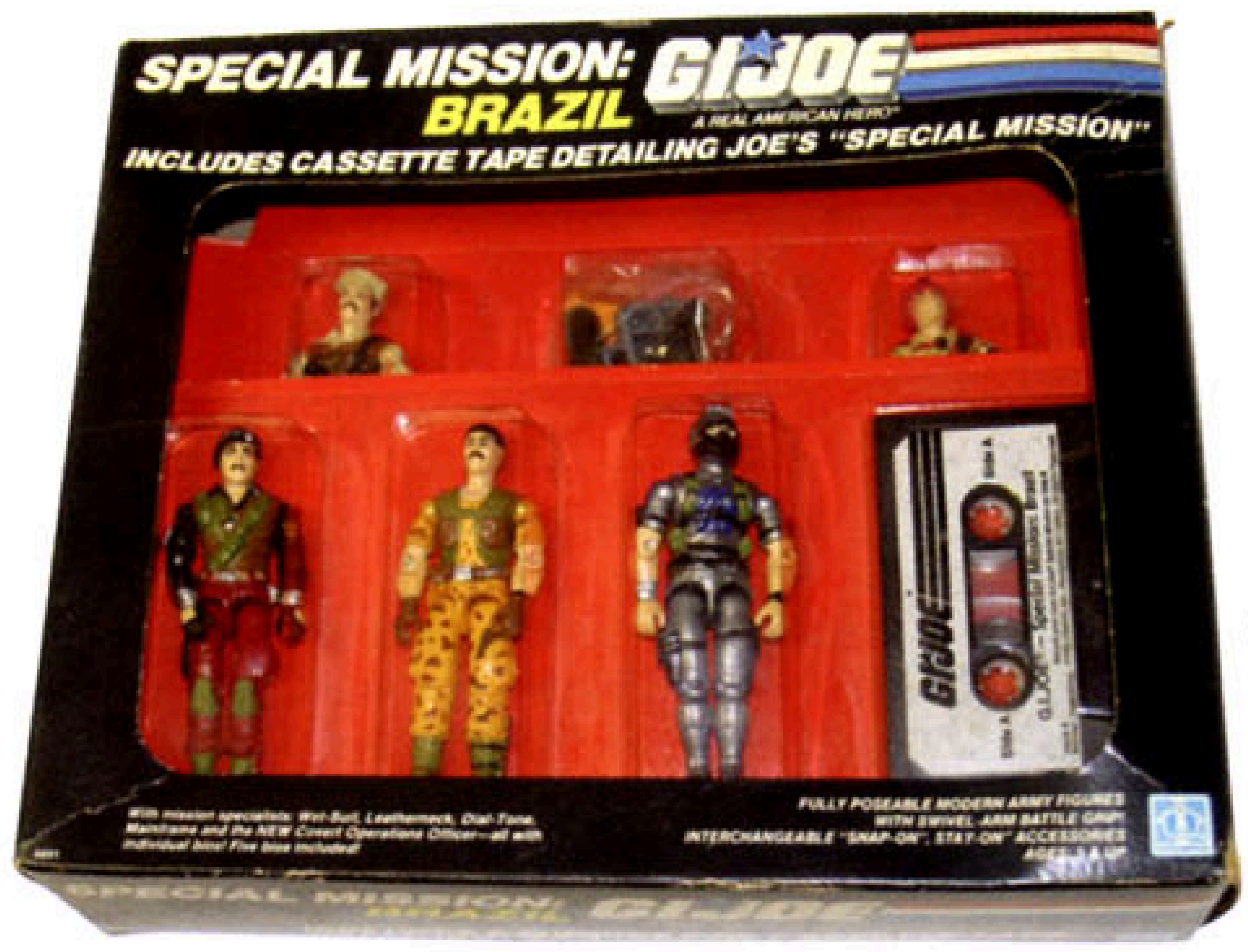
SPECIAL MISSION: BRAZIL [BOXED SET]

Toys 'R Us Exclusive

The back of this Toys 'R Us exclusive five-figure (and one cassette tape) boxed set proudly proclaims: "The Covert Operations Officer and his selected specialists set out to infiltrate [move into] the Cobra infested jungles of Brazil. Their mission was to retrieve an important military satellite concealed deep within Cobra territory. The Joes chosen for this crucial mission are the perfect representatives of the Mobile Strike Force—the masters of the game! When united, they create the absolute standard of military excellence."

The five figures included in this set are described on the box front as follows: "...mission specialists: Wet-Suit, Leatherneck, Dial-Tone, Mainframe--and the new Covert Operations Officer--all with individual bios! Five bios included!" However, the file cards for this set were not printed on the back of the package or placed loose inside the box as was standard practice--they were instead printed on the back of the red-colored cardboard insert package with bubbles.

MISB: **$650-800+**, MIB: **$180-235+,** MLC (full set of five complete figures with cassette tape): **$95-125**



Special Mission: Brazil boxed set.

[SPECIAL MISSION: BRAZIL] CLAYMORE

G.I. Joe Covert Operations

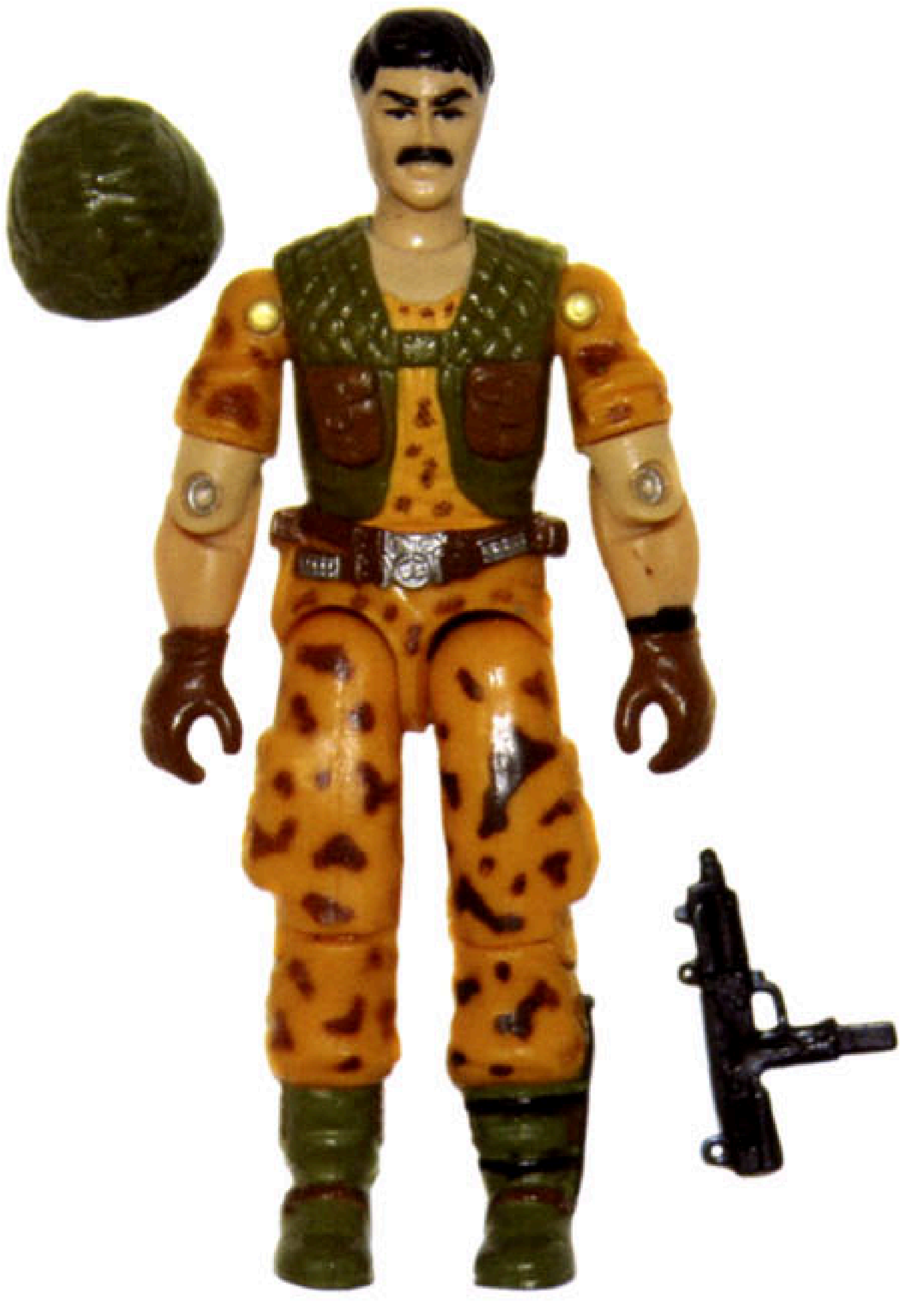
(Includes: Submachine Gun, Helmet)

As Claymore was the only "new" character offered in the Toys 'R Us exclusive Special Mission: Brazil boxed set, his is a very difficult figure to track down.

Claymore's background prior to [and including his] enlistment reads as follows: "[He] was born to the son of an immigrant who came to this country to work in the marble quarries of Vermont. A graduate of [the prestigious Ivy-League] Dartmouth College in New Hampshire, Claymore finished at the top of his class with a major in Eastern Philosophy. He's a master at Japanese, Chinese, Vietnamese, and Portuguese languages. He enlisted in the U.S. Army and served three hitches back to back somewhere in South East Asia. His work there was, and still is, classified."

Claymore--a highly-prized toy by many Joe collectors--came with one of two different versions of Uzi pistol, as the submachine gun was randomly inserted into the Special Mission: Brazil parts bag; either a Snake Eyes Uzi (1985), or a Low-Light (1986)/Law (1987) Uzi.

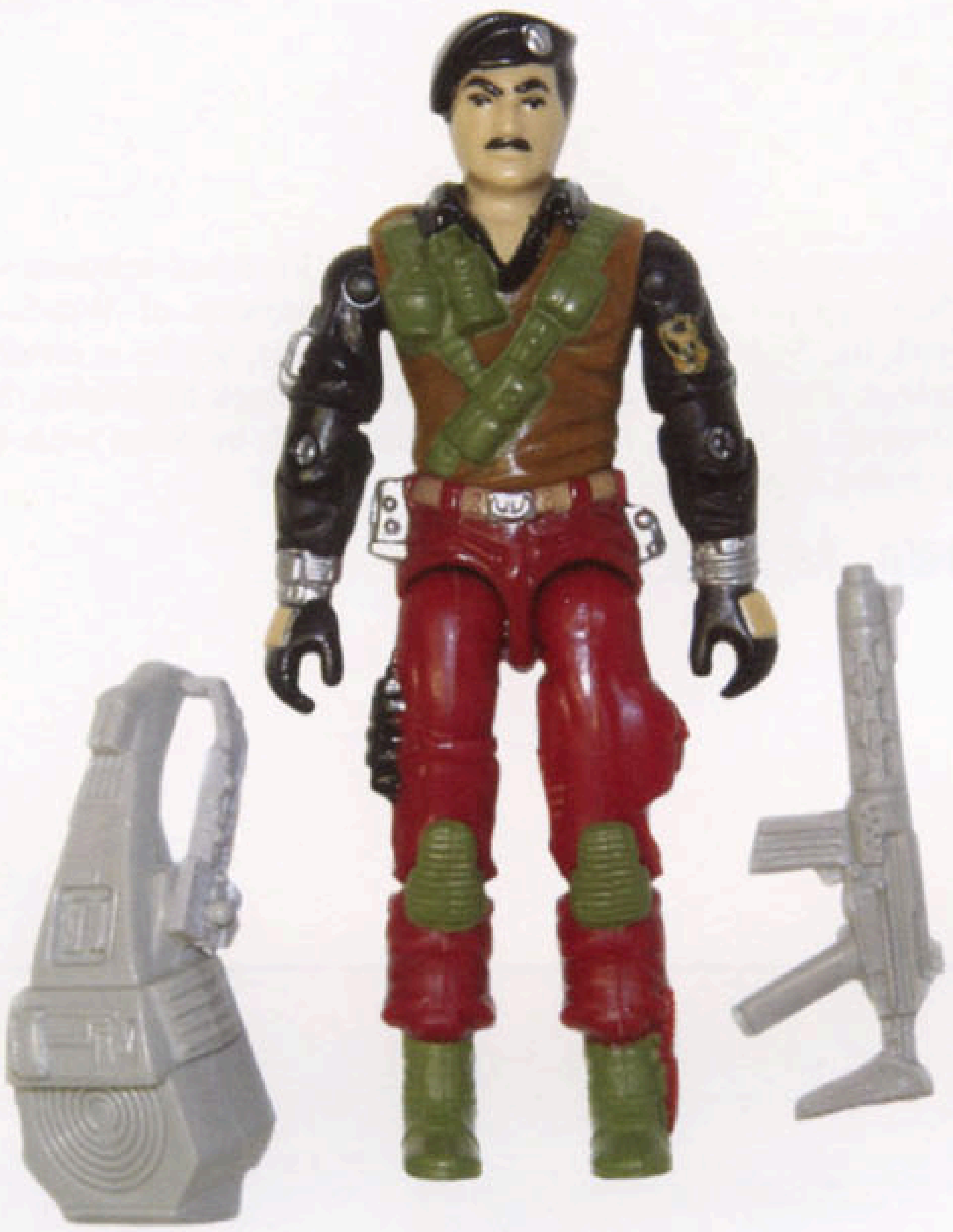
MOC: **N/A**, MLC: **$30-35**



[SPECIAL MISSION: BRAZIL] DIAL-TONE

Communications

(Includes: 9mm Parabellum Submachine Pistol with Silencer, Anti-Scrambler Communications Backpack with Microphone)



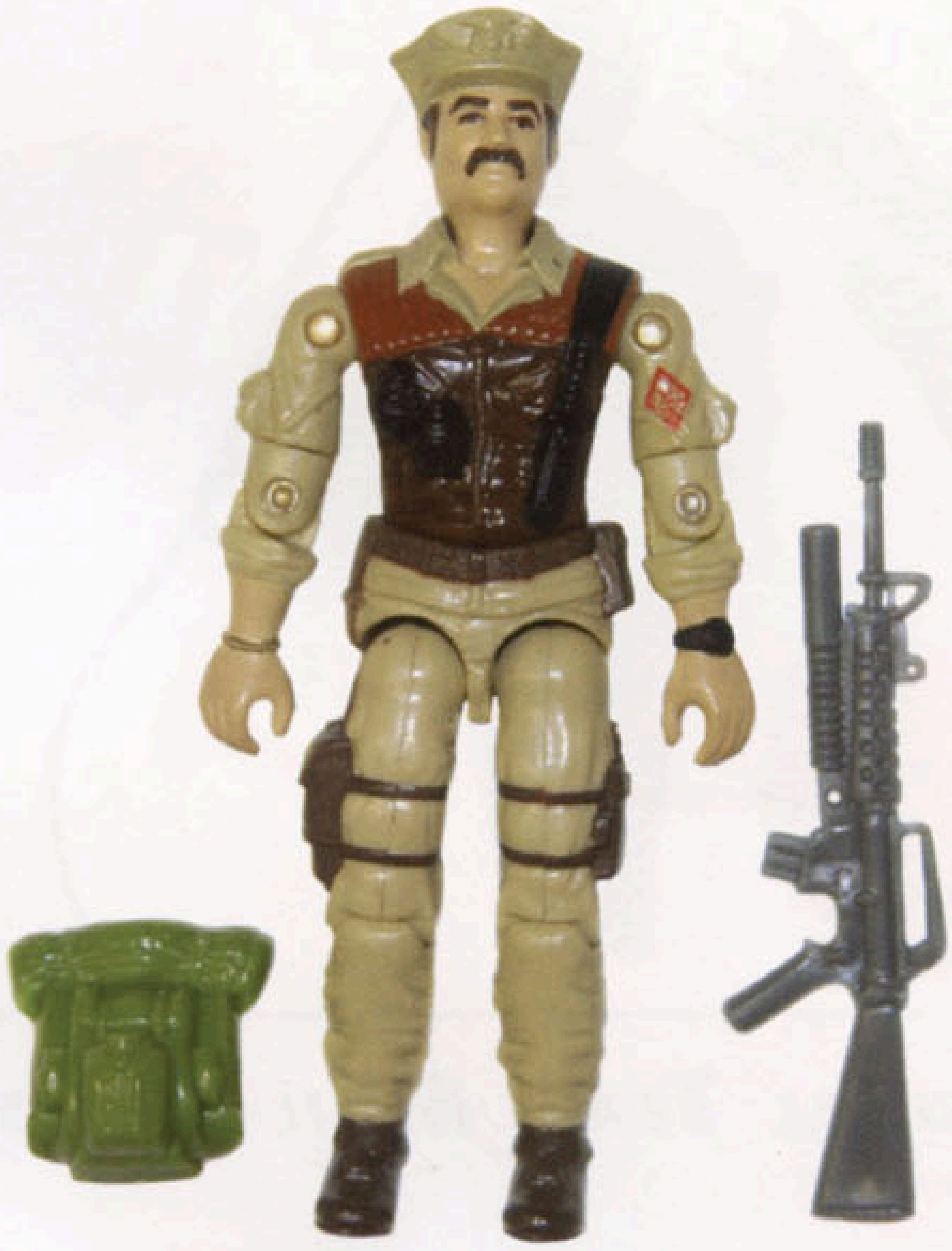
This version of Dial-Tone was included with the Special Mission: Brazil set, and uses the exact same accessories and mold as his retail-released version (see Dial-Tone's earlier entry in this year), except for the colors: olive-drab highlights, maroon legs, and black arms (Special Mission) instead of the green highlights, black legs, and tan arms found with the retail version.

MOC: **N/A**, MLC: **$15-22**

[SPECIAL MISSION: BRAZIL] LEATHERNECK

Marine

(Includes: M-16 "Over/Under" Rifle, Field Pack)



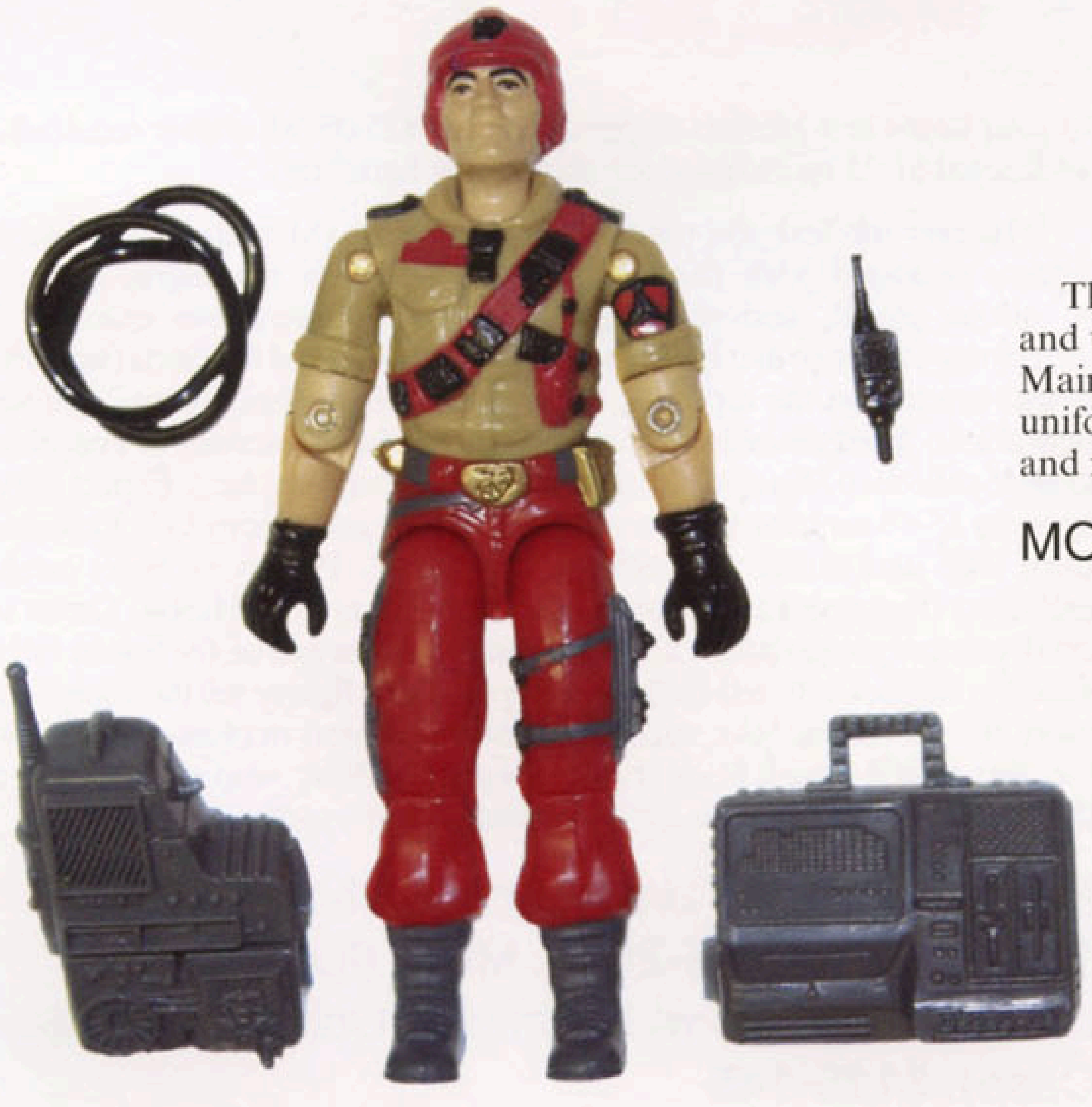
This version of Leatherneck was included with the Special Mission: Brazil set, and uses the exact same accessories and mold as his retail-released version (see Leatherneck's earlier entry in this year), except for the colors: a tan uniform with dark brown highlights (Special Mission) instead of the olive-drab uniform with black highlights (retail).

MOC: **N/A**, MLC: **$16-24**

[SPECIAL MISSION: BRAZIL] MAINFRAME

Computer Specialist

(Includes: BP75E Field Transmitter Receiver Unit with Walkie-Talkie, hose, and Portable Combat Ready Computer System)



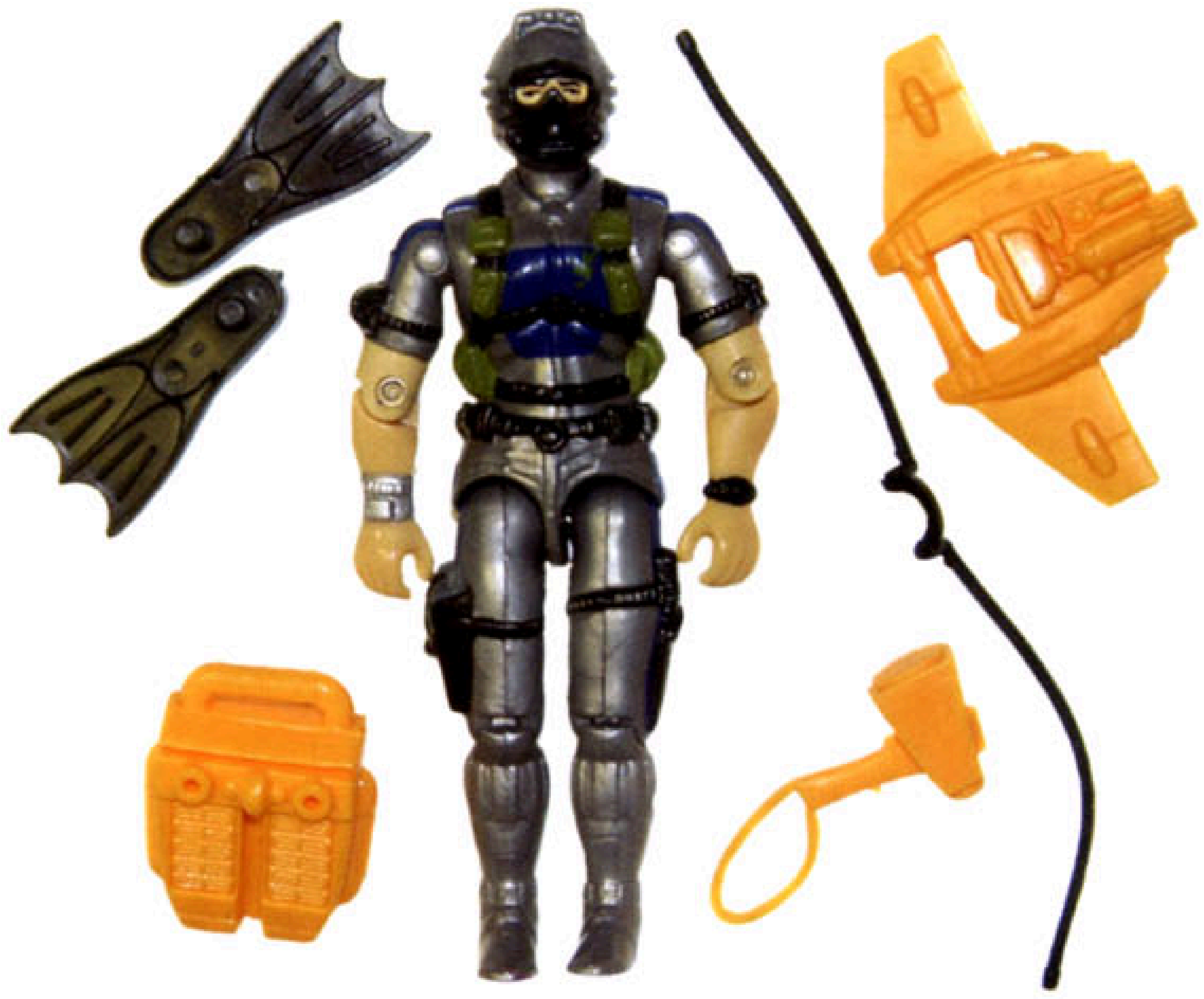
This version of Mainframe was included with the Special Mission: Brazil set, and uses the exact same accessories and mold as his retail-released version (see Mainframe's earlier 1986 entry), except for the figure's colors: instead of a gray uniform with silver and black highlights (retail), this exclusive was cast in a tan and maroon uniform with black and gray highlights (Special Mission).

MOC: **N/A**, MLC: **$15-22**

[SPECIAL MISSION: BRAZIL] WET-SUIT

SEALS

(Includes: Underwater Sea Sled, Scuba Tanks w/Hose, Underwater Search Light, Two Flippers)

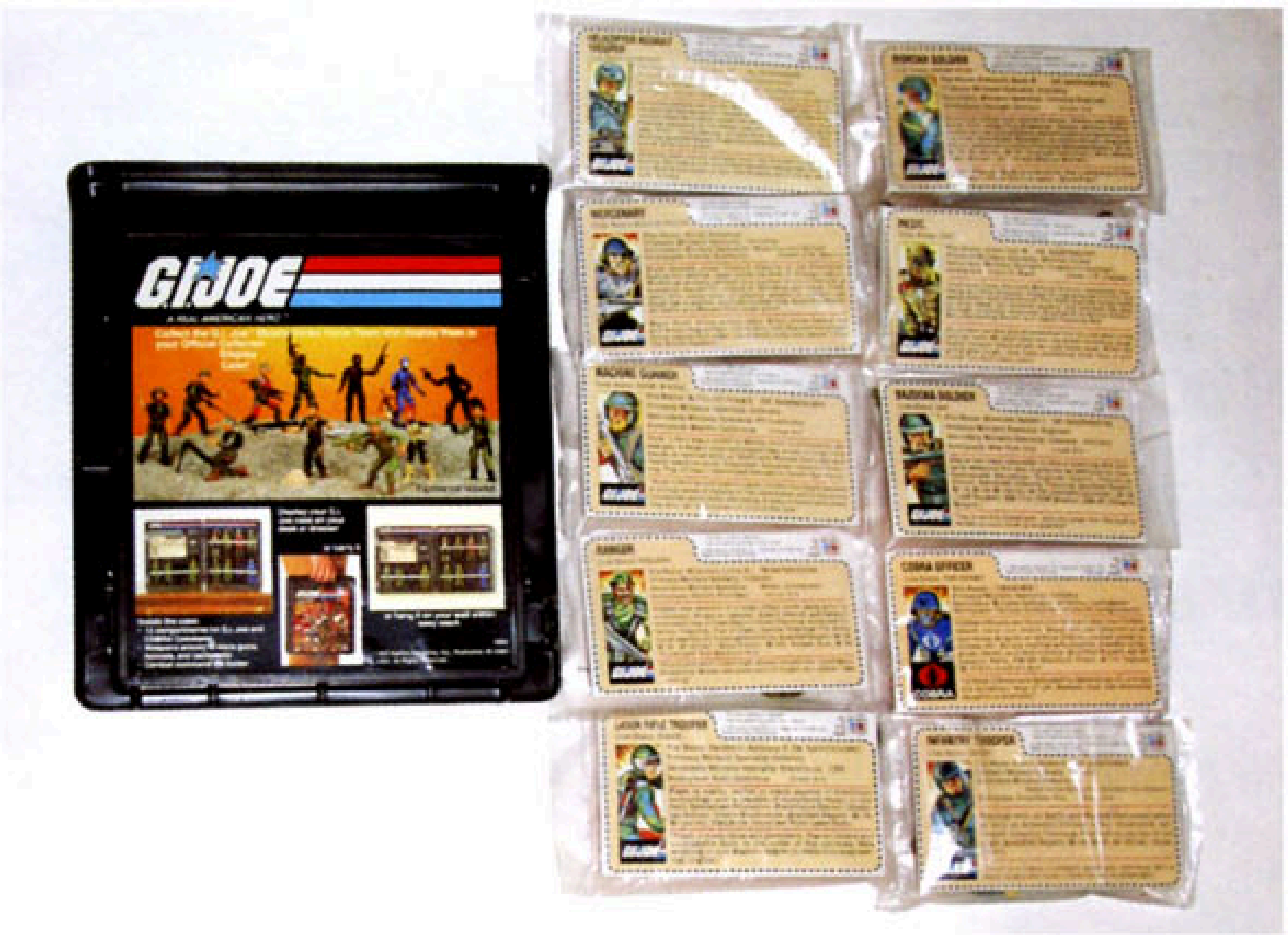


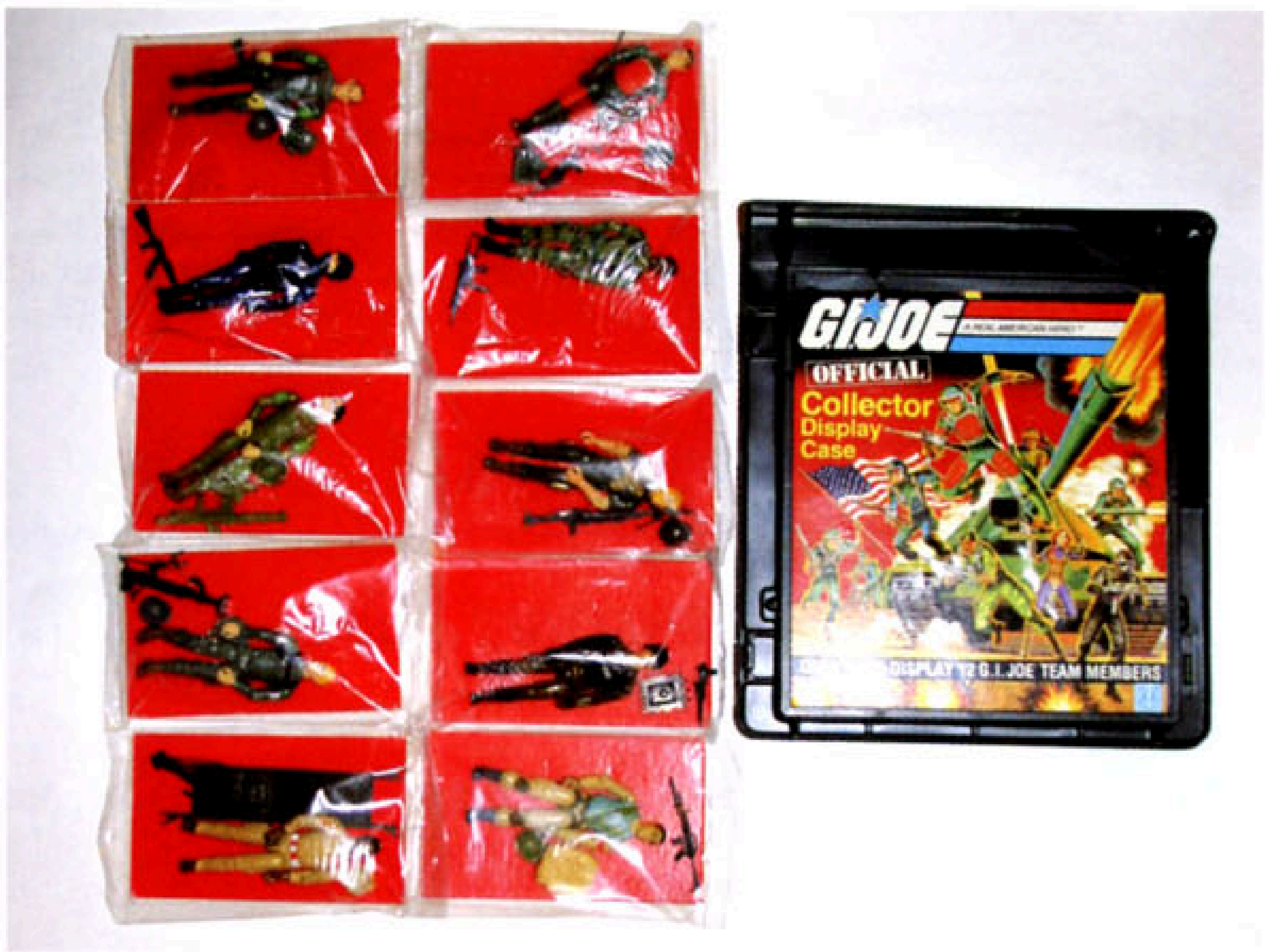
Using the exact same accessories and mold as his retail-released version (see Wet-Suit's earlier entry in this year), this version of Wet-Suit was included with the Special Mission: Brazil boxed set, yet he is rendered in different colors: a silver uniform and helmet with black highlights (Special Mission) instead of the jade/kelly-green olive-drab uniform with orange helmet and black highlights (retail).

MOC: **N/A**, MLC: **$16-24**

ORIGINAL TEAM MAIL-AWAY SET

Mail-Away Exclusive





In 1986, Hasbro sent a special catalog to collectors who had ordered products via Hasbro Direct mail-away in the recent past, affording them the opportunity to "…own the original G.I. Joe Figures. Supplies Limited. Order NOW!" (from the catalog front). It should be noted that of the ten (swivel-armed) action figures offered in this set (nicknamed "Operation Freedom"), only seven of them are actually characters introduced in the premiere 1982 series of G.I. Joe and Cobra Command toys: Cobra Officer ("The Enemy"), Flash, Grunt, Rock 'N Roll, Short-Fuze, Stalker, and Zap. Airborne, Doc, and Major Bludd were released in 1983. Regardless of this misprint, none of these toys were available in retail stores at the time of the 1986 offer, so this was an excellent opportunity for collectors to obtain them.

If you ordered an action figure from the catalog individually, the toy could be bought for $3.00 each plus one Flag Point (or $3.75 each without a Flag Point [proof-of-purchase seal from a G.I. Joe package]). Other than purchasing individual figures, collectors were afforded three other methods to obtain toys from this catalog: the ten figures could be purchased as two different sets of five characters (for $12.50 for each set, regardless of Flag Points redeemed--SET I: "Alpha Patrol" [Stalker, Doc, Grunt, Rock 'N Roll, and Flash]; SET II: "Bravo Patrol" [Major Bludd, Cobra Officer, Zap, Airborne, and Short-Fuze]), or all ten figures could be collected together--with an (Official) Collector Display Case (see 1983). If you utilized this method, all ten figures would arrive with the case sent to your home in a Hasbro shipping box for $25.00 (all orders required an additional $1.25 be included for shipping & handling).

Whatever method you used, these MISBaggie (Mint in Sealed Baggie) figures packaged with their red-backed file cards are highly desirable to obtain sealed, and--since the loose figures themselves can not be differentiated from other loose samples--the red-backed file cards (with Flag Points printed on the top right, immediately above their dossier) are very desirable to "completionists": those collectors who require one of everything in their collection (figures, vehicles, file cards, blueprints, etc.). Expect to pay between $5-15 each for these cards. As a further note, many G.I. Joe figures from 1986 and earlier were offered as either JC Penney or Sears catalog exclusives (three-packs, etc), or as mail-away offers from Hasbro Direct via catalog/insert promotional, at some time before the end of the line in 1994--sealed in baggies with red-backed file cards. These figures sell for many times more than loose samples, except for more common mail-away characters (i.e. Jinx [1987], Quick Kick [1985], Windchill [1994], who sell for twice to three times more than their loose complete counterparts).

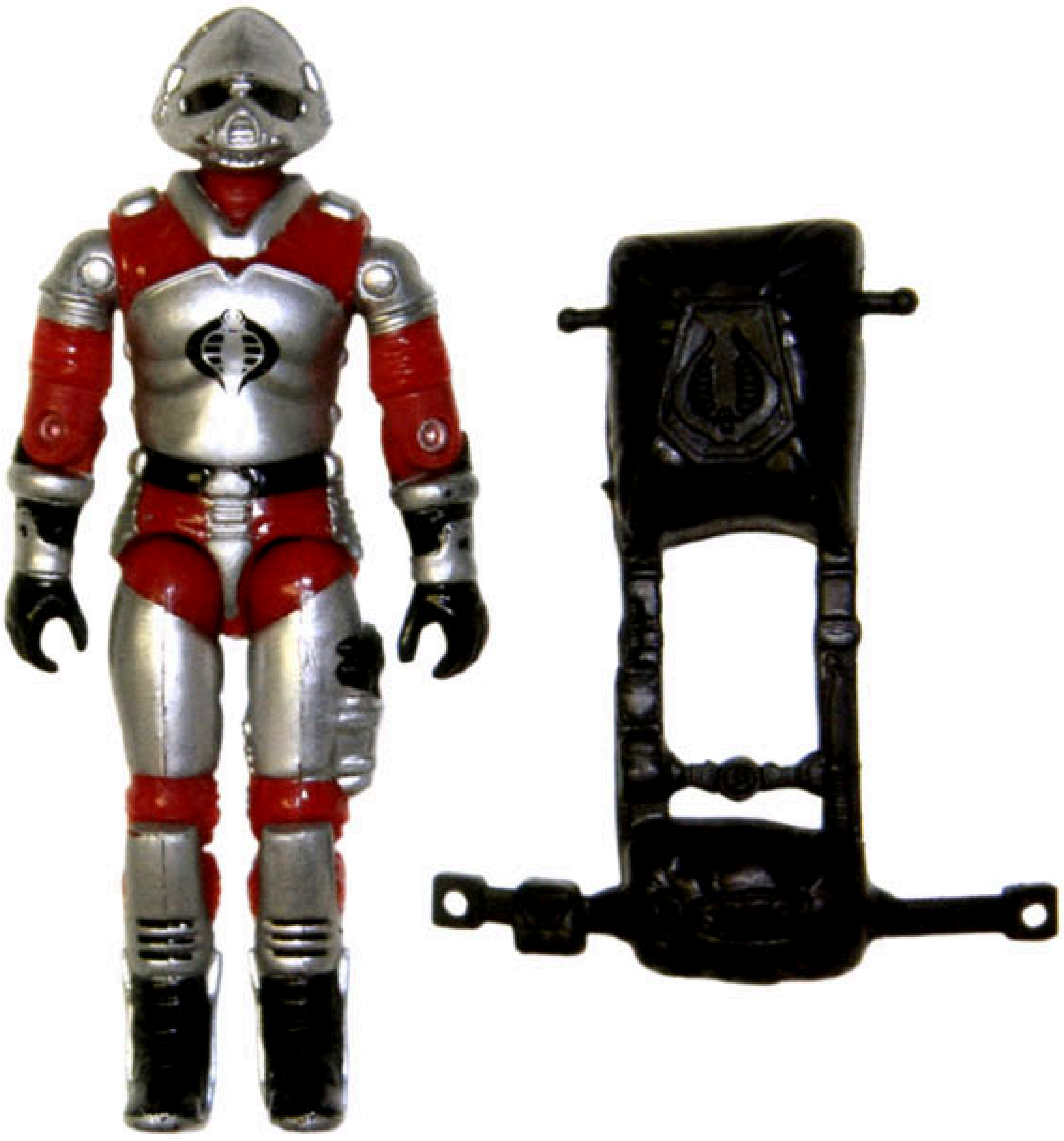
MISB: (sealed in Hasbro mailer box) **$850-1000+**, MIB: **$225-265+,** MLC: (full set of ten complete figures with [Official] Collector Display Case): **$125-145**

A.V.A.C.

Cobra Terror Drome Firebat Pilot

(Includes: Parachute)

Included with Cobra Terror Drome, Terror Drome Firebat.



Series V saw the premiere of the Air-Viper corps' A.V.A.C. division: the Cobra Terror Drome Firebat Pilots ("A.V.A.C." = Air Viper; Advanced Class). The A.V.A.C.s are characterized as [pilots who] … are drawn from the Air Viper pool. They must be capable of complex mental calculations to make up for the lack of on-board computers [and should be] absolutely fearless to cope with the Firebat's basic unforgiving nature.

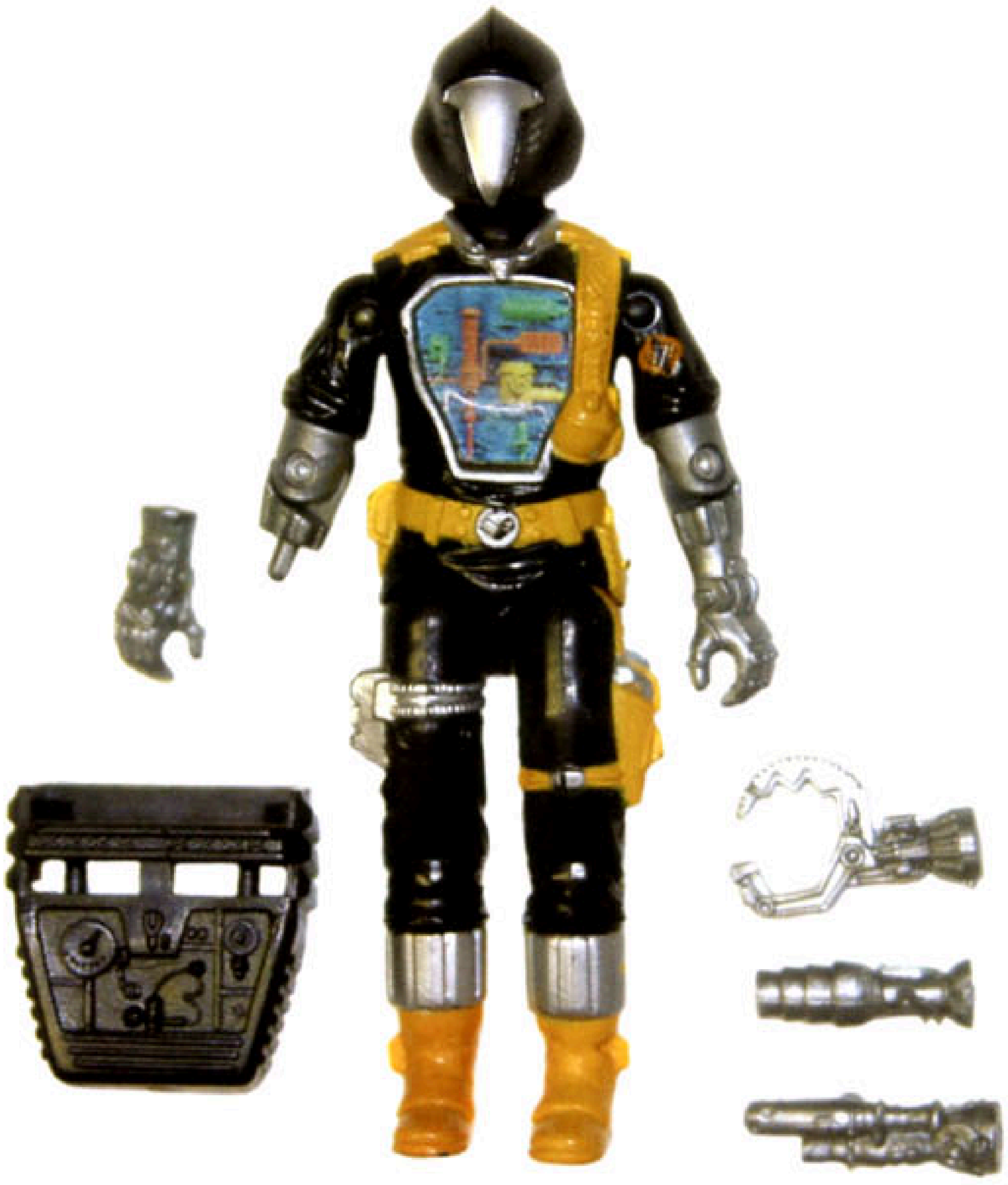
Regarding the A.V.A.C.'s action figure, it is a high-demand piece when found mint, loose and complete--as A.V.A.C.'s silver paint application wears off with prolonged use. Furthermore, obtaining "minty" samples is compounded by the fact that the straps on A.V.A.C.'s parachute are prone to breakage. As a collector's note, there are two different variations of A.V.A.C.'s black parachute: an early, hard-plastic version, and a later, soft-plastic version that replaced the original during its production run because of the harder version's fragility and brittle nature. This implies that mint and unbroken versions of the hard-plastic parachute are more difficult to find.

MOC: **N/A**, MLC: **$17-28** (based on condition of silver paint and parachute straps)

B.A.T.S.

Cobra Android Trooper

(Includes: Backpack with Storage for Separate Laser, Torch, and Gripper Arm Attachments, Regular Hand Attachment)



Originally dubbed B.A.T.–Bot in Larry Hama's prototype dossier (an acronym for "Battle Android, Tactical" [sometimes Bat-Bot or BATBOT]), this robotic Cobra trooper came replete with three detachable mechanical arms (a flamethrower, a claw, and a machine gun). Hasbro's mass-produced file card refers to these action figures as B.A.T.S. (Battle Android Troopers)--an interesting Cobra army builder--these robots who are regarded by Cobra Command as "…the perfect Cobra Troopers. They never question orders, complain about the chow, shirk duty or surrender. BATbots do not react very well to changes in field conditions nor do they discriminate between targets: they will shoot at anything that moves, be it friend, foe or dumb animal. They also have an unfortunate tendency to burst into flame when hit from behind…" (from the prototype file card).

Ron Rudat, Hasbro's Lead Designer of the G.I. Joe line (from 1982-1987) had this to say about the B.A.T.S. "I especially am partial to this figure because I had to design the center lenticular label. The [B.A.T.S.'] lenticular label was actually a model that I built from various model airplane kits. The mock-up of the label was about 10" by 10" and at least three layers. I had to hand-carry the model to Dallas, Texas were it was photographed at a studio that manufactures lenticular labels."

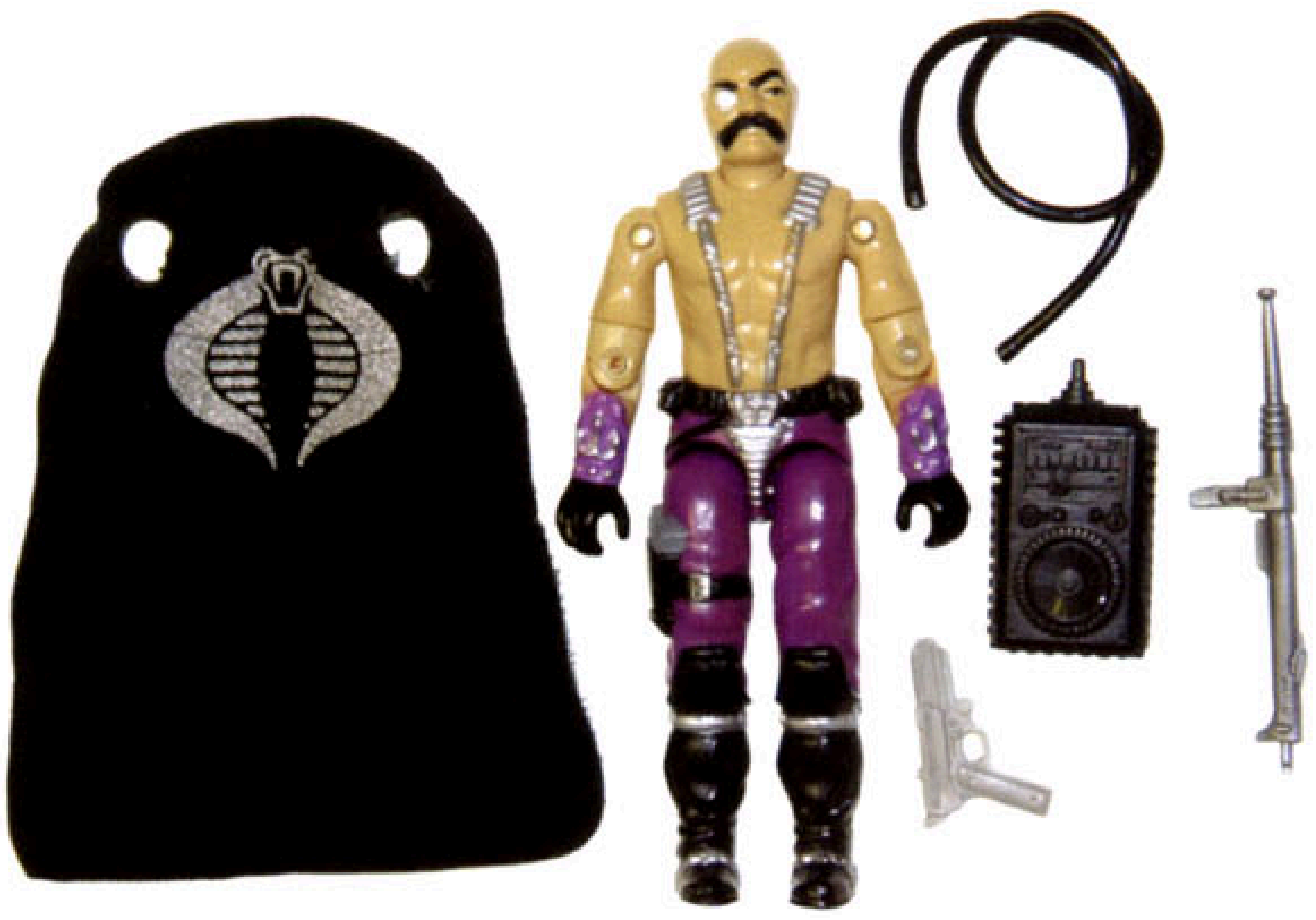
As a final note, there are two different color variations of B.A.T.S.: those with bright yellow painted highlights, and others with orange painted highlights (neither is more valuable on the secondary market).

MOC: **$68-80**, MLC: **$17-25**

DR. MINDBENDER

Master of Mind Control

(Includes: .45 cal. Pistol, Cape, Electric Prod w/Generator, Hose)



Curiously enough, Dr. Mindbender's MOS (Military Occupational Specialty) was originally designated as "Cobra Interrogator" (see a reference to "The Interrogator" on Serpentor's mass-produced file card [1986]) and his character (originally code-named "Dr. ?") had an entirely different dossier in its prototype stage: "One source claims that the mysterious Dr. ? is really a renegade IRS investigator who was dismissed for practicing dentistry without a license. Some believe he was a bill collector for a mail-order record club, another source swears that Dr. ? was a professional wrestler known in the ring as 'Vlad the Cruel.' It is quite possible that he could have been all three. In any case, he is a formidable interrogator: persistent, methodical and utterly merciless." Other than proposing the prototype appellation of Dr. ?, Larry Hama also suggested the following: Professor Paine, the aforementioned Count Vlad the Cruel, and The Inquisitor.

The original mock-up sketches and descriptions of Dr. Mindbebder were considered inappropriate and were never utilized, therefore the public received the Dr. Mindbender we now know.

However he turned out, this may have been because Larry Hama voiced his concerns regarding the prototype Dr. Mindbender character's designs (Dr. ?), stating: "Are you sure about this figure? The visual and nomenclature [catalog of facts in his dossier] impression is that this guy tortures people. Is this a can of worms worth opening? Amnesty International has a much bigger legal budget than local mental health organizations!" (in reference to the protests against Zartan's [1984] file card depicting his character as an "...extreme paranoid schizophrenic..." [that Hasbro changed on later editions of the Master of Disguise]).

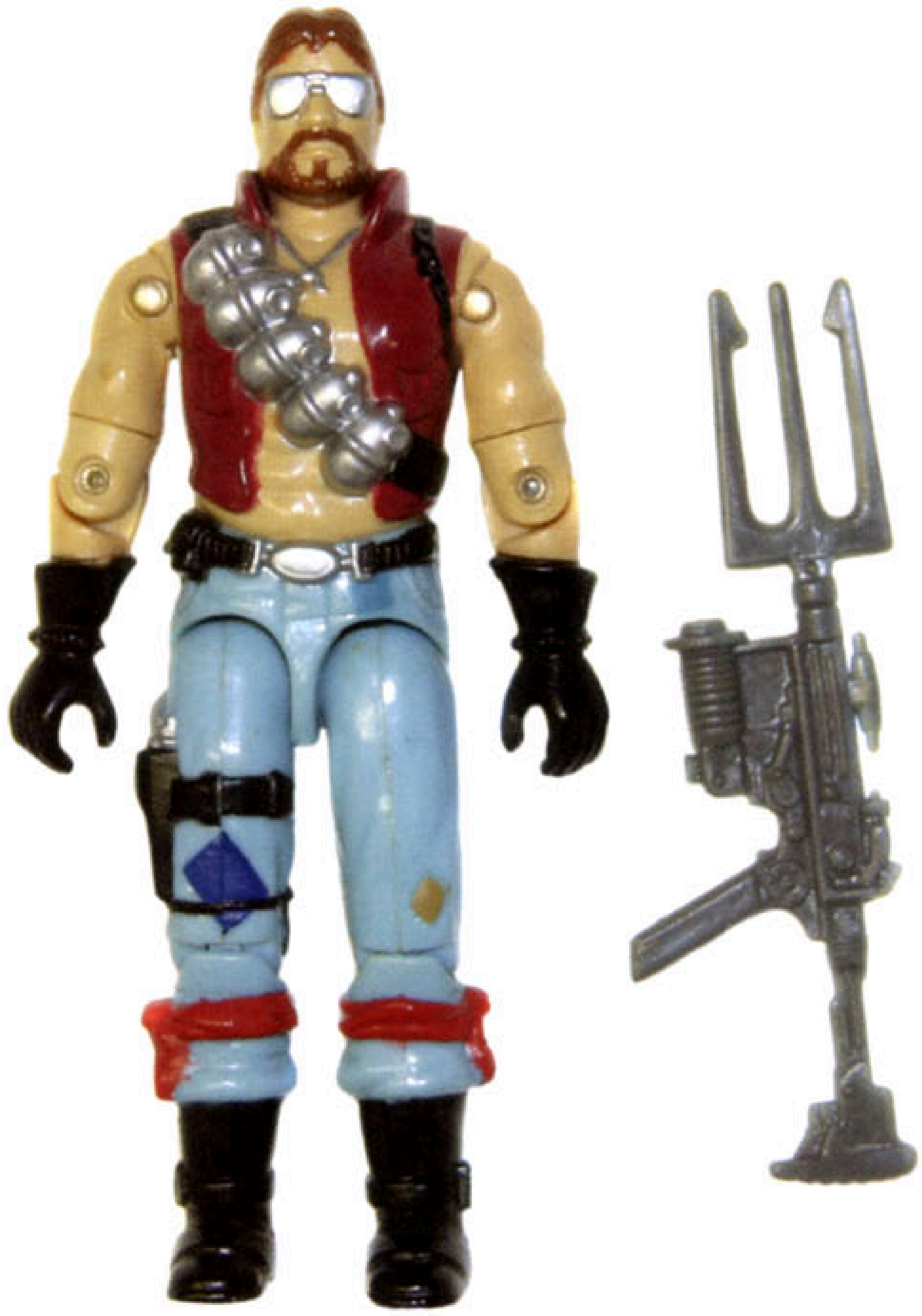
Note that there are two different versions of the silver Cobra logo printed on Dr. Mindbender's cape: one which is an iron-on transfer, and another that is an actual patch--heat-sealed onto the fabric.

MOC: **$50-75**, MLC: **$10-12**

MONKEYWRENCH

Dreadnok

(Includes: Harpoon Gun)



As the fourth member of Zartan's (1984) Dreadnoks, Monkeywrench's file name is Bill Winkie--an allusion to the Scottish nursery rhyme "Wee Willy Winky." Interestingly enough, Monkeywrench had his origins drastically changed from the time his prototype dossier was submitted by Larry Hama to the moment that Hasbro physically printed Monkeywrench's mass-produced file card on the toy's packaging. Firstly, in the prototype dossier the character's code names were Hang-Fire, Blaster, Boom-Boom, and Frag-Head. Secondly, his background was distinctly different than Mr. Hama originally intended. Hasbro's mass-produced file card states that Monkeywrench "was born in Rhyl, North Wales, where he built explosive devices indiscriminately for an obscure group of terrorists. Having made himself a pariah in his hometown, drifted to London's East End to take part in a 'new wave' movement., where he developed rudeness and crude anti-social behavior to levels unheard of in the western hemisphere." However, Monkeywrench's prototype dossier reads much differently, stating that he was actually born "...in Belfast, North Ireland where he built explosive devices indiscriminately for both sides of the hostilities... by the age of sixteen, he drifted to London's East End to take part in the Skin-Head movement and collect government subsidies while developing indolence, rudeness and anti-social behavior to levels unheard of in the western hemisphere."

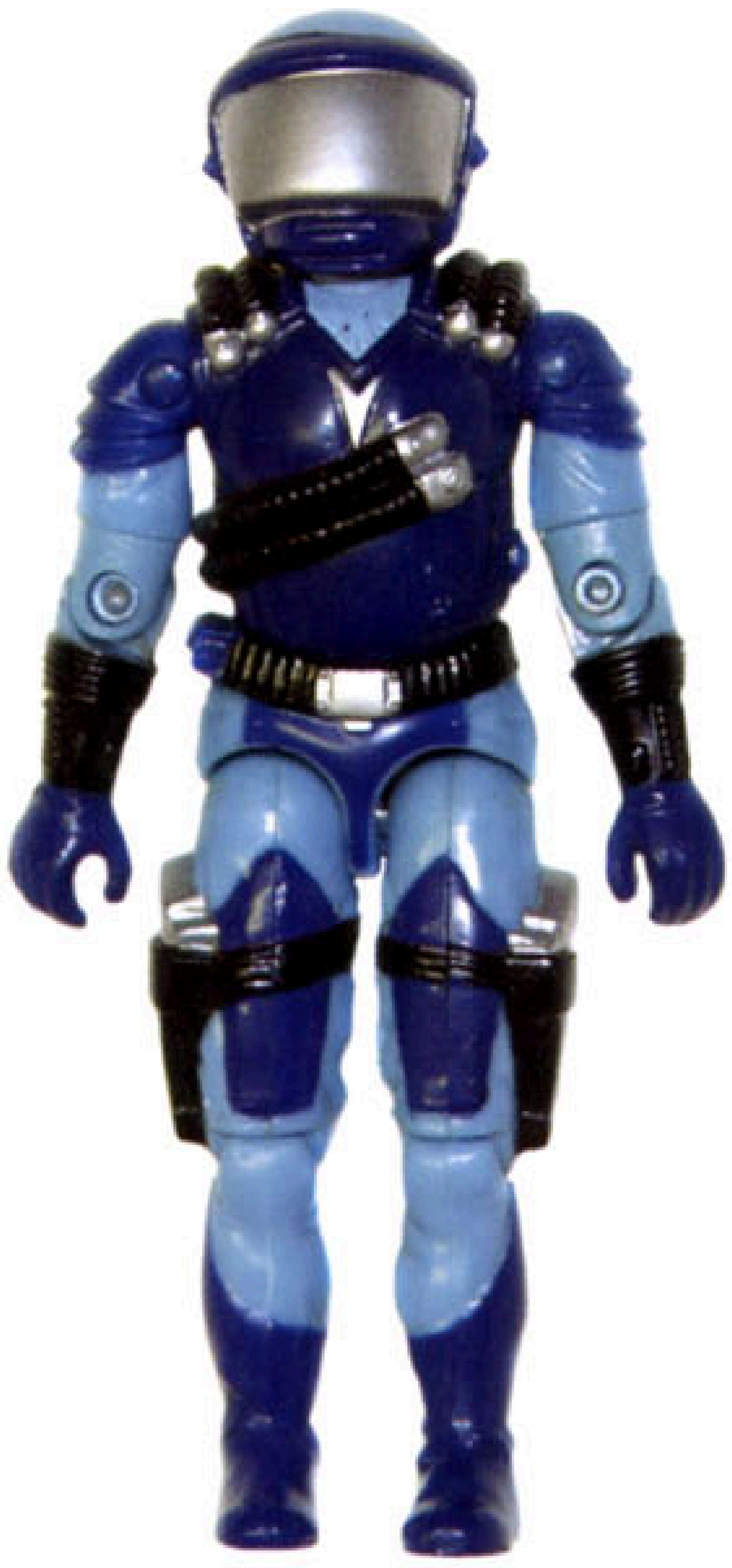
It is ironic that Monkeywrench--the Dreadnok's resident explosives expert--was born on Guy Fawkes Day: the day that commemorates the foiled attempt of Guy Fawkes to blow up the English Houses of Parliament.

MOC: **$35-50**, MLC: **$5-8**

MOTOR VIPER

(Cobra STUN Pilot)

Included with the Cobra STUN.



Whether called the Cobra STUN Pilot or the Cobra STUN Driver (different MOS's are listed on Motor Viper file cards), the Motor Viper is an easy figure to find loose samples of due to his lack of weapons, and less-than-intimidating aesthetics. Regardless of the action figure itself, the Motor Viper Corps "…attracts the type of individual who, without the benefit of an education and ambition, might have joined the Dreadnoks [see Buzzer, 1985]. The Cobra Recon and Perimeter Defense Forces are disciplined, efficient, and highly motivated in the manner of all elite groups. This is fairly surprising, seeing that the Force seems to be comprised of the type that enjoys driving high speeds and finds amusement in danger."

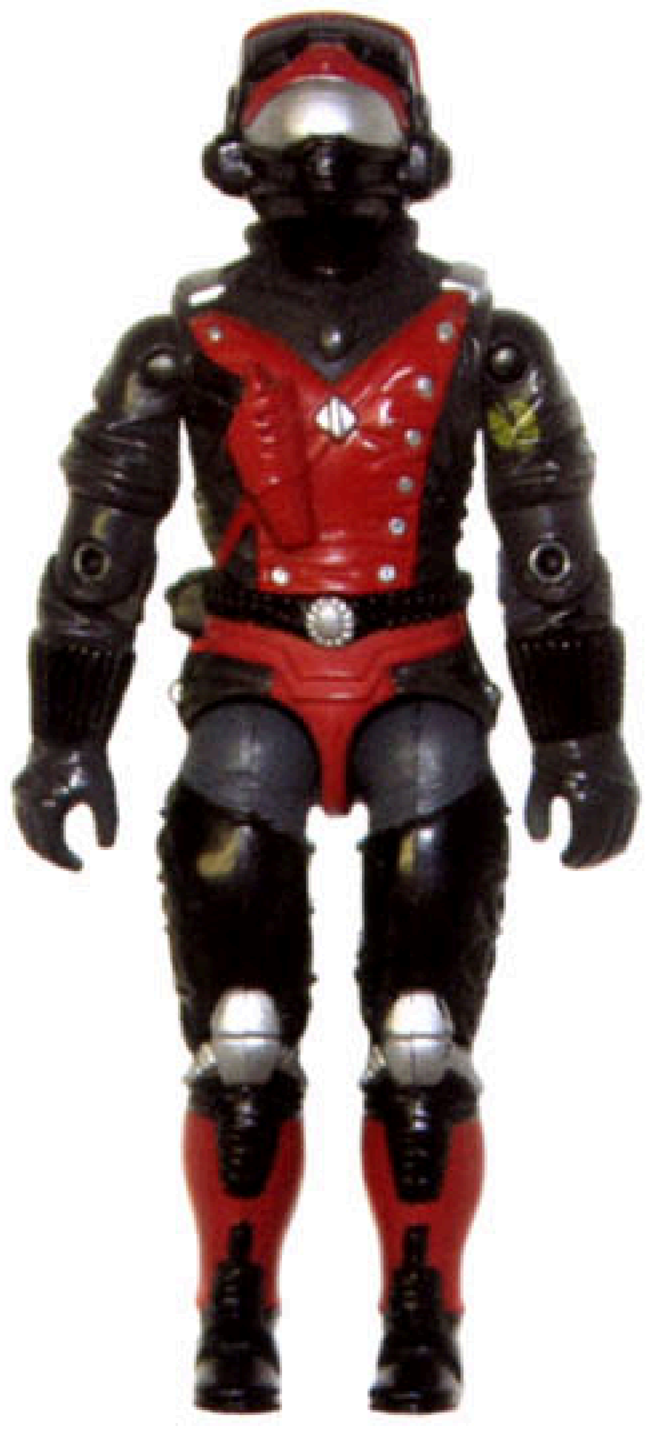
As a final note, the Motor Viper figure is molded in two different colors: lighter blue plastic and a darker blue. Neither one is more difficult to find at retail.

MOC: **N/A**; MLC: **$5-8**

STRATO-VIPER

Cobra Night Raven S3P Pilot

Included with the Cobra Night Raven S3P.



A reference is made to Cobra Command's Air-Vipers within the text of the Cobra Night Raven Pilot's file card: "To qualify as a Strato-Viper, a candidate must first be an Air-Viper [for Air-Viper re: A.V.A.C., 1986] with 1500 hours logged in flight time. He must have a fixed-wing [see Wild Bill, 1983] rating up to four engines, combat experience, an impeccable security clearance, and be willing to undergo the surgical procedure necessary to make him more resistant to hypoxia, hyperventilation, and other decompression sicknesses [symptoms suffered by a person exposed to a decrease (almost always after a large increase) in the pressure around the body] that can affect a pilot above Armstrong's Line (63,000 feet) [Armstrong's Limit = the altitude that produces atmospheric pressure so low that water boils at the normal temperature of the human body (approx. 11.8 miles)]" (from the mass-produced file card).

Strato-Vipers are some of "the best secret agents in the world," the "‘crème de la crème’" of the Cobra Air Viper Corps, who choose to work for Cobra because the organization pays more than most national governments. As for the action figure, like Motor Vipers (1986), Strato-Vipers are popular "army builder" figures, as they are fairly common Cobra troops to locate (they have no accessories--therefore no missing parts).

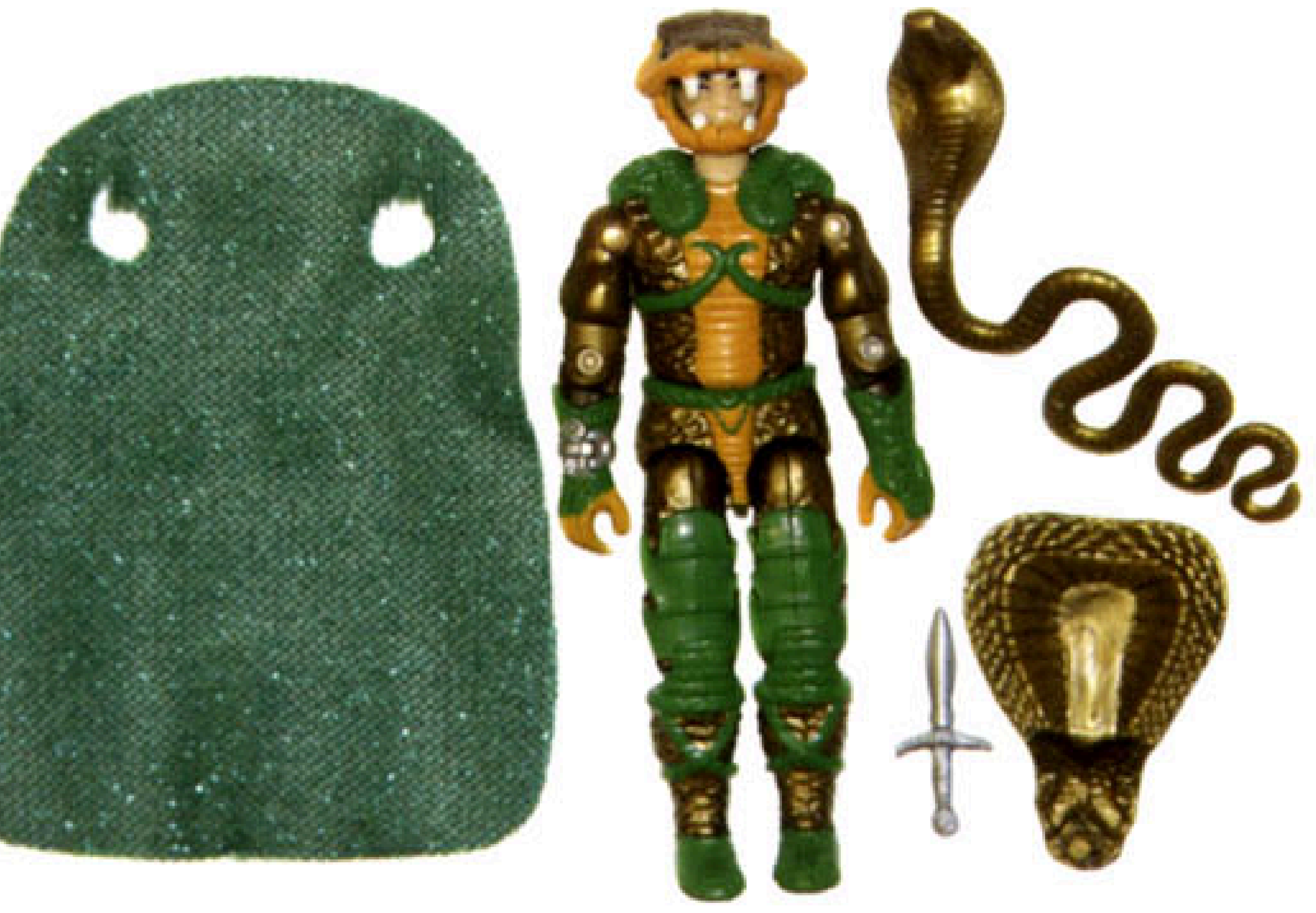
MOC: **N/A**; MLC: **$7-10**

SERPENTOR

Cobra Emperor

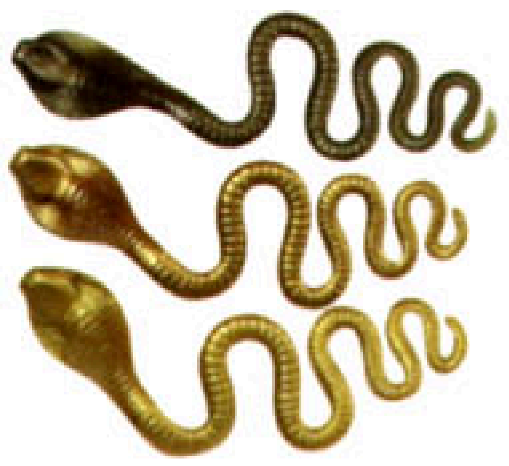
(Includes: Ceremonial Sword, Cowl, Cape, Snake)

Included with the Air Chariot.



The impetus for Serpentor (prototype code names: King Cobra, Cobra Rex, Rama Set, or ZoR) was due to Hasbro wishing to afford collectors a new Cobra leader. In the G.I. Joe canon, the Cobra Emperor was created by "a secret cabal [faction] of Cobra scientists, under the direction of The Interrogator [see Dr. Mindbender, 1986] and Destro [1983], [who] combed the tombs, sarcophagi, and relics of the great despots [tyrants] of history to find cells with DNA traces. From these long-dead genetic blueprints they produced a composite clone with the military genius of Napoleon, the ruthlessness of Julius Caesar, the daring of Hannibal, and the fiscal acumen of Attila the Hun: The ultimate Cobra Emperor! A master of political intrigue [crafty plotting] and a brilliant tactician, he is capable of wresting power from Cobra Commander…" Serpentor is a conglomeration of Julius Caesar (the Roman general, statesman and orator [ca. 100-44 B.C]), Hannibal (the talented Carthaginian [Phoenician] military commander and tactician who fought against the Roman Empire on numerous occasions [ca. 247-183 B.C.]), Attila the Hun (the leader of the Huns [a confederation of Central Asian equestrian nomads] and the Hunnic Empire--one of the most fearsome of the Roman Empire's enemies [406-453]), Phillip II of Macedon (the Greek king of Macedon and father of Alexander the Great--Phillip II was skilled militarily and possessed an expansionist vision [382-336 B.C.]), Alexander the Great (the ancient Greek king of Macedon, one of the most successful military leaders in history and is rumored to be undefeated in battle [356-323 B.C.]), Ivan the Terrible (Ivan IV of Russia, who was the first Grand Prince to crown himself Tzar of Russia--under his reign Russia became and autocratic [ruled by a despot] state: with or without council [1530-1584]), Vlad III the Impaler (Dracula: a Southern Romanian military commander whose legacy is rumored to include the torture of his enemies [1431-1476]), Genghis Khan (the founder and emperor of the Mongol Empire that stretched from the Caspian Sea to the Sea of Japan [ca. 1162-1227]), and Grigori Rasputin (a controversial an enigmatic Russian mystic who is believed to have influenced the end of the Romanov dynasty [1869-1916]).

A curious note from Larry Hama to Buzz Dixon (the animated program's writer and story editor) suggested: "This guy should sound like John Houseman—a youthful body with an old man's voice." As an action figure, Serpentor possessed an important variation, as the Hasbro Direct mail-in version of Serpentor has several differences from the retail release: the figure was now produced in China (as opposed to the retail release's "Made in Hong Kong" date stamp), and the snake tails on Serpentor's chest had curved ends on the retail release, but were straighter in the mail-away version. Furthermore, the plastic snake accessory that came with the mail-away was molded in a variety of different colors of plastic, ranging from a deep gold-brown to a translucent green.



Some of Serpentor's snake variations—mail-away brown snake, and gold retail issue snake.

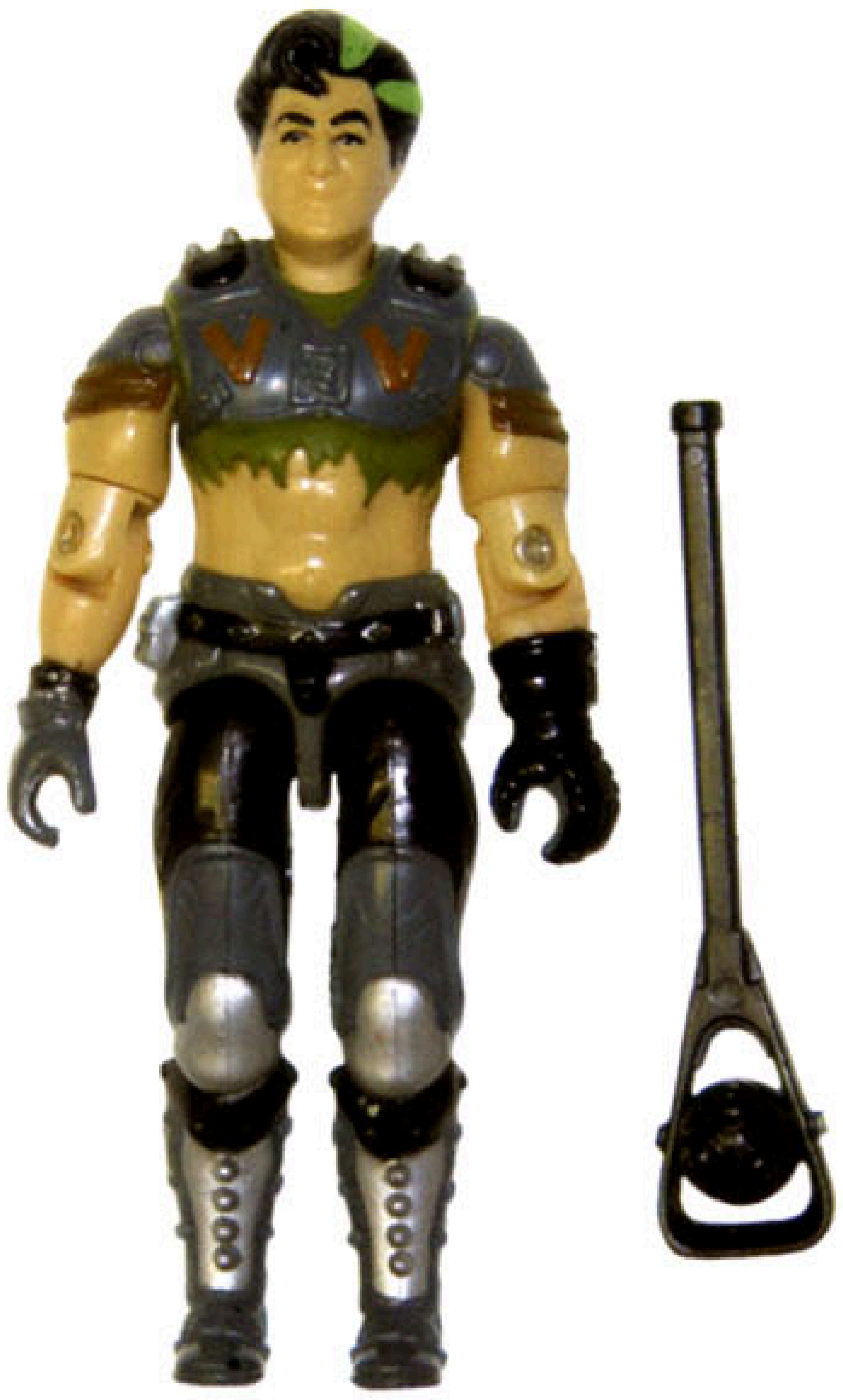
MOC: **N/A**; MLC: **$10-16** (depending on condition of his cape)

THRASHER

Thunder Machine Driver

(Includes: Spiked Lacrosse Stick)

Included with the Dreadnok Thunder Machine.



Another member of the Dreadnoks, Thrasher (whose prototype code names were Basher, Mean-Streak, Bash McFeral, and Cruncher) drives the popular Thunder Machine. According to his prototype dossier, Thrasher was a much more insidious character in his formative years, where he was "...spoiled rotten as a child by his nice middle class parents in their nice middle-class neighborhood. He was never disciplined, since that might 'stifle energies he might need later in life.' He was never denied anything he asked for even though he had bad luck with pets and all his playmates were mysteriously 'accident prone.' After his parents were crippled in the car wreck that may or may not have had anything to do with Thrasher's repair work on the brakes, the 'wild child' wandered into the swamps where he could do what he wanted to living things and inanimate objects alike. It was in the swamps where he met up with Zartan and the Dreadnoks and was welcomed into the fold..." Obviously, Thrasher was a very disturbed individual who (from his prototype Peer Personality profile) "...derives a slight sensation, which almost registers as pleasure on his primitive central nervous system from inflicting misery and suffering on sentient beings. He doesn't like you, either!"

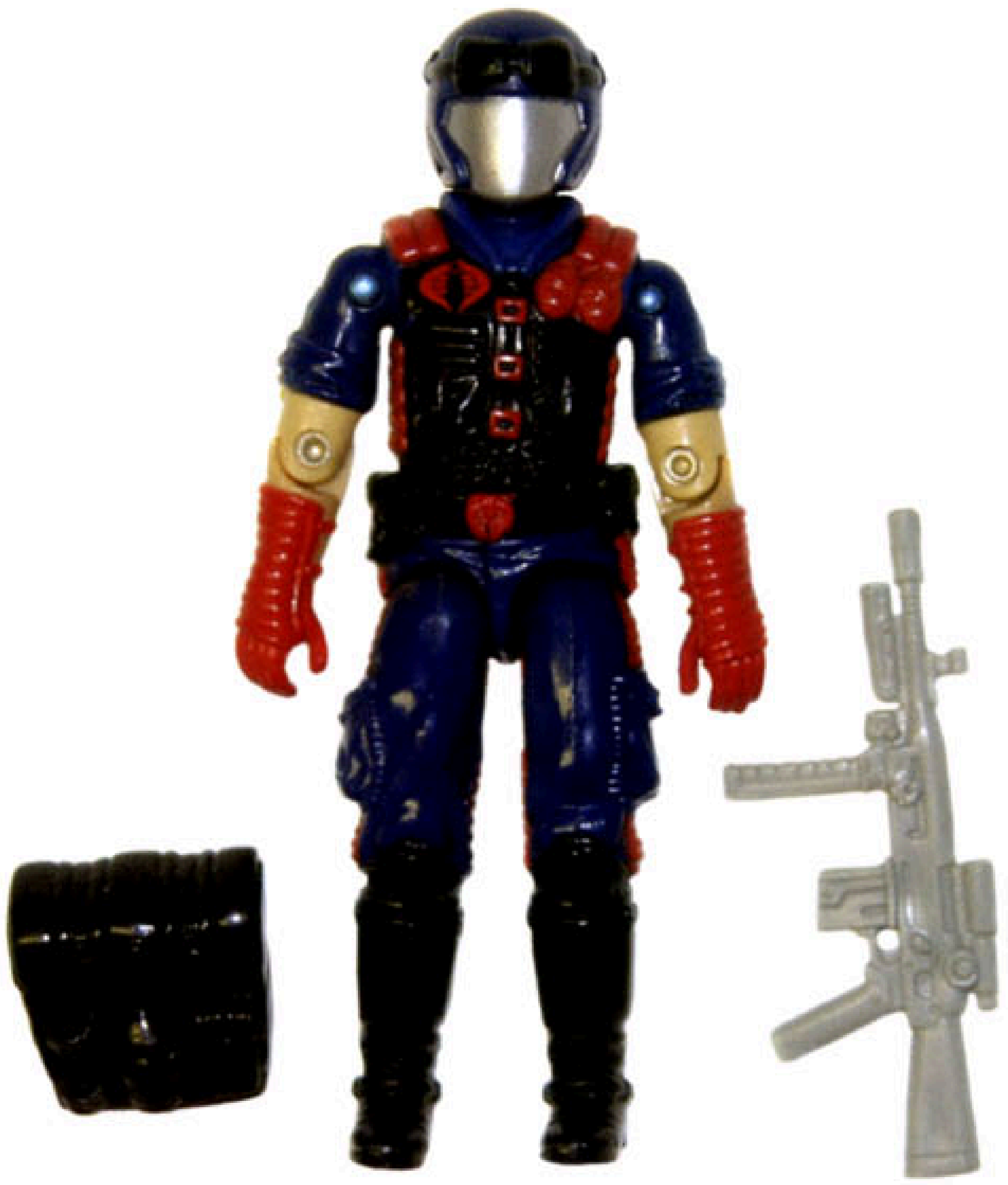
As an action figure, Thrasher came replete with a unique accessory: an all-black lacrosse stick with a spiked ball mounted in its pocket.

MOC: **N/A**; MLC: **$6-10**

VIPER

Cobra Infantry

(Includes: Field pack, RDT-7 Assault Rifle with Grenade Launcher)



The Cobra Vipers, although not the original Cobra troopers (see The Enemy: Cobra [Soldier], 1982), quickly became the most popular standard trooper in the Cobra Legions. A note on the communiqué Larry Hama sent to Hasbro stated, "Vipers can be the generic term for all Cobra Troopers. Tele-Vipers being the comm specialists, HISS-Vipers being attached to the armored branch, Air-Vipers to flight ops, etc." Mr. Hama further stated that he made no distinction in the Marvel comic book between standard Cobra (Soldiers) (The Enemy, 1982) and Cobra Vipers.

The Cobra Viper action figure is incredibly popular on the secondary market, and is in high demand in any condition.

MOC: **$50-65**, MLC: **$14-18**

ZANDAR

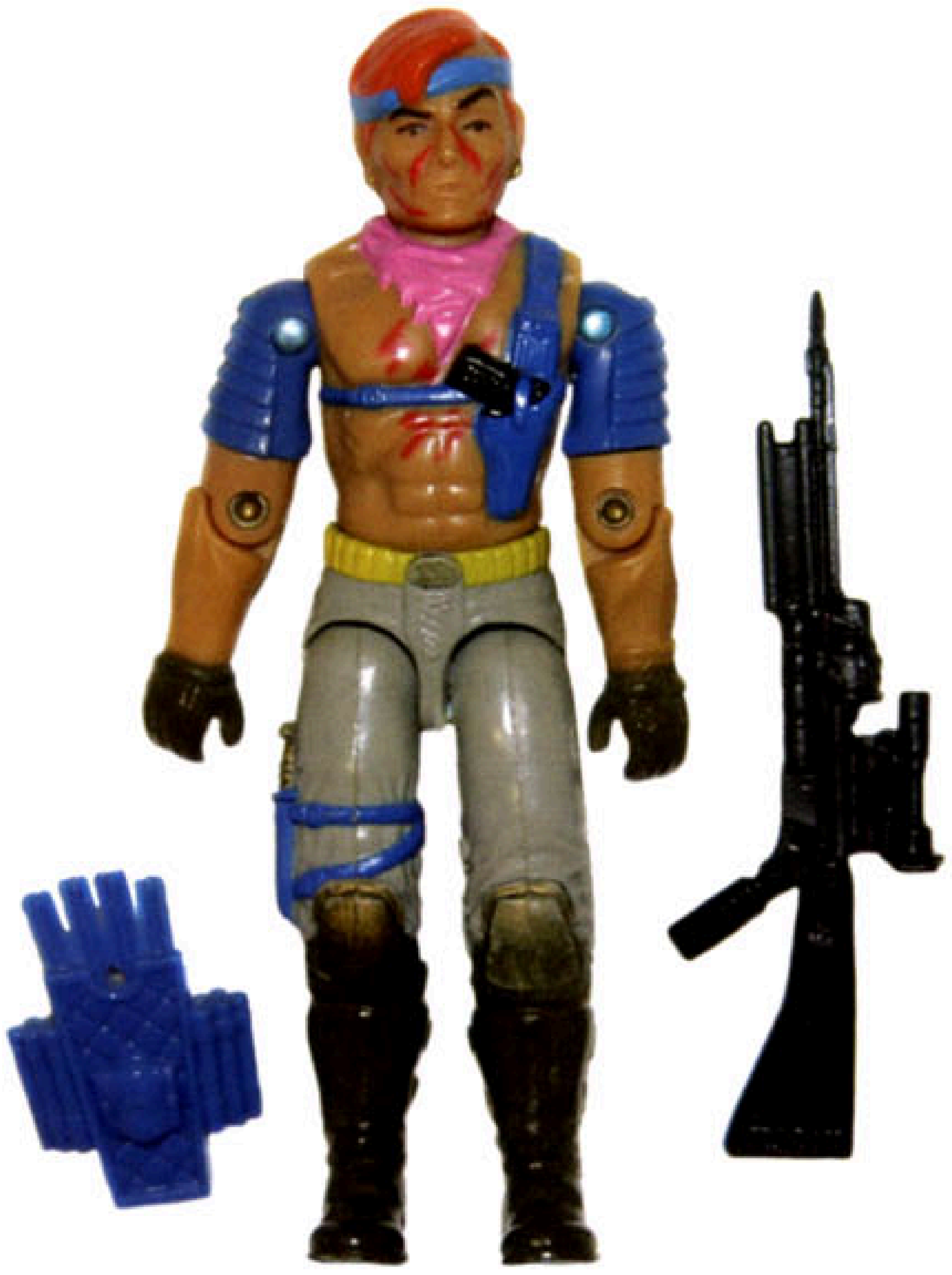
Zartan's Brother

(Includes: Barbed Projectile Gun with Scope, Grenade Adorned Quiver)

With the same color-changing plastic capabilities as Zartan (1984), Zandar spent most of his adolescent life trying to be ignored, and that education has made him an exceptional Cobra agent as an adult, for "...[he] was the kid who never got noticed. Teachers forgot he was there and never called on him. Nobody that has ever met him can remember what his voice sounds like. His anonymity was no accident."

Zartan's family of shape-changers raises a decades-old discussion between collectors: are Zandar, Zarana (1986), and Zartan mutants, or are their morphing abilities holographically-based? Larry Hama, creator of the Marvel G.I. Joe comic, elucidates upon this debate, "I always thought Zartan [and perhaps Zandar as well] was a mutant but that he had a somewhat limited morphing ability that was enhanced mechanically and psychologically. What the comic reader [and cartoon watcher] 'sees' is not necessarily reality, but is in fact what the other characters are seeing. Zartan was just a cypher [a nonentity] to me at first, but he sort of came alive for me when I had to start filling in the details of his back story."

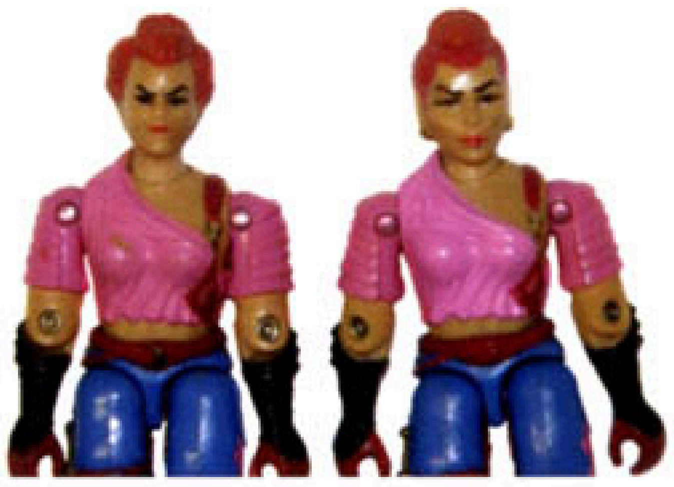
MOC: **$35-40**, MLC: **$8-11**



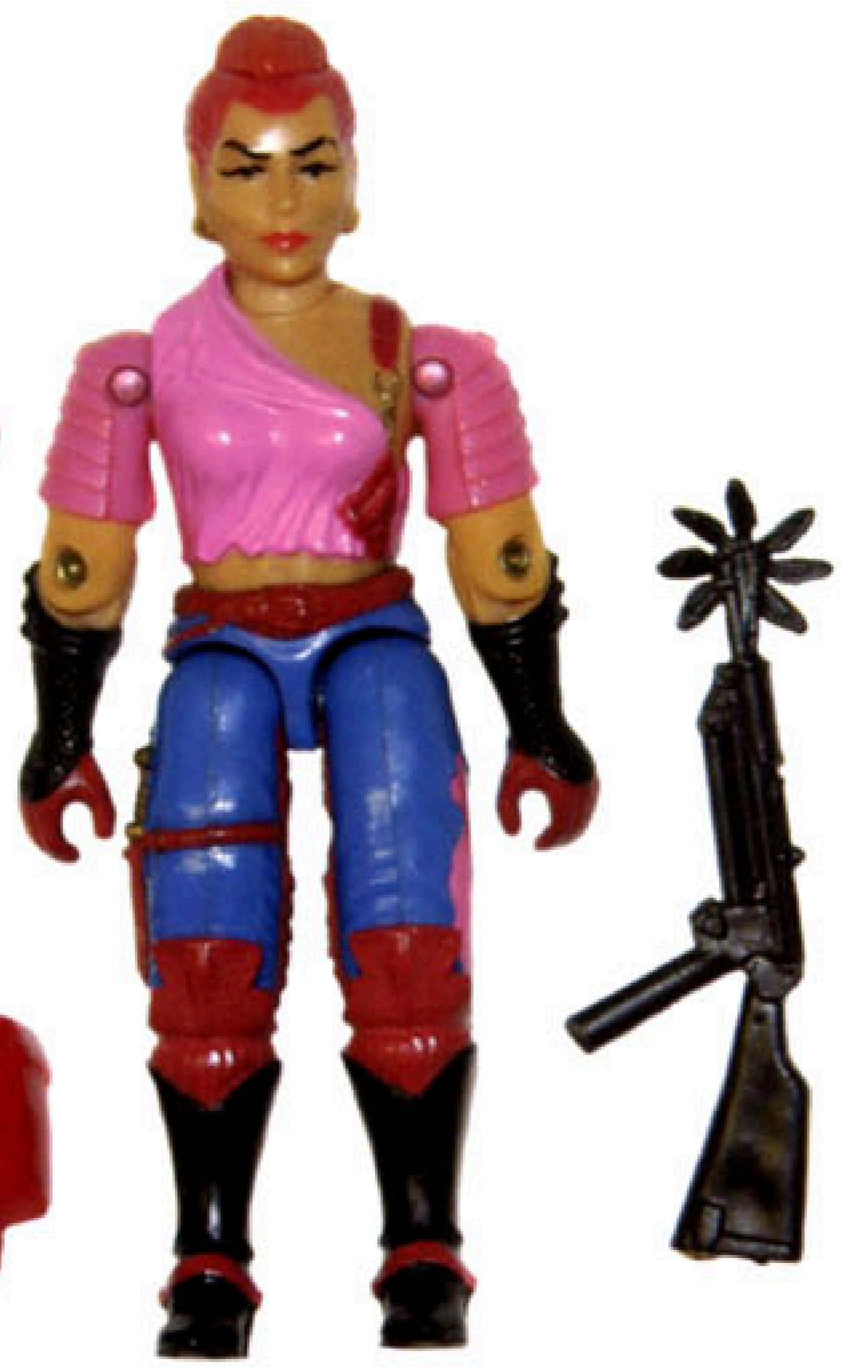
ZARANA

Zartan's Sister

(Includes: Razor Honed Spur Cutting Weapon, Backpack)



Zarana variants, with and without earrings. The one with earrings is more valuable.



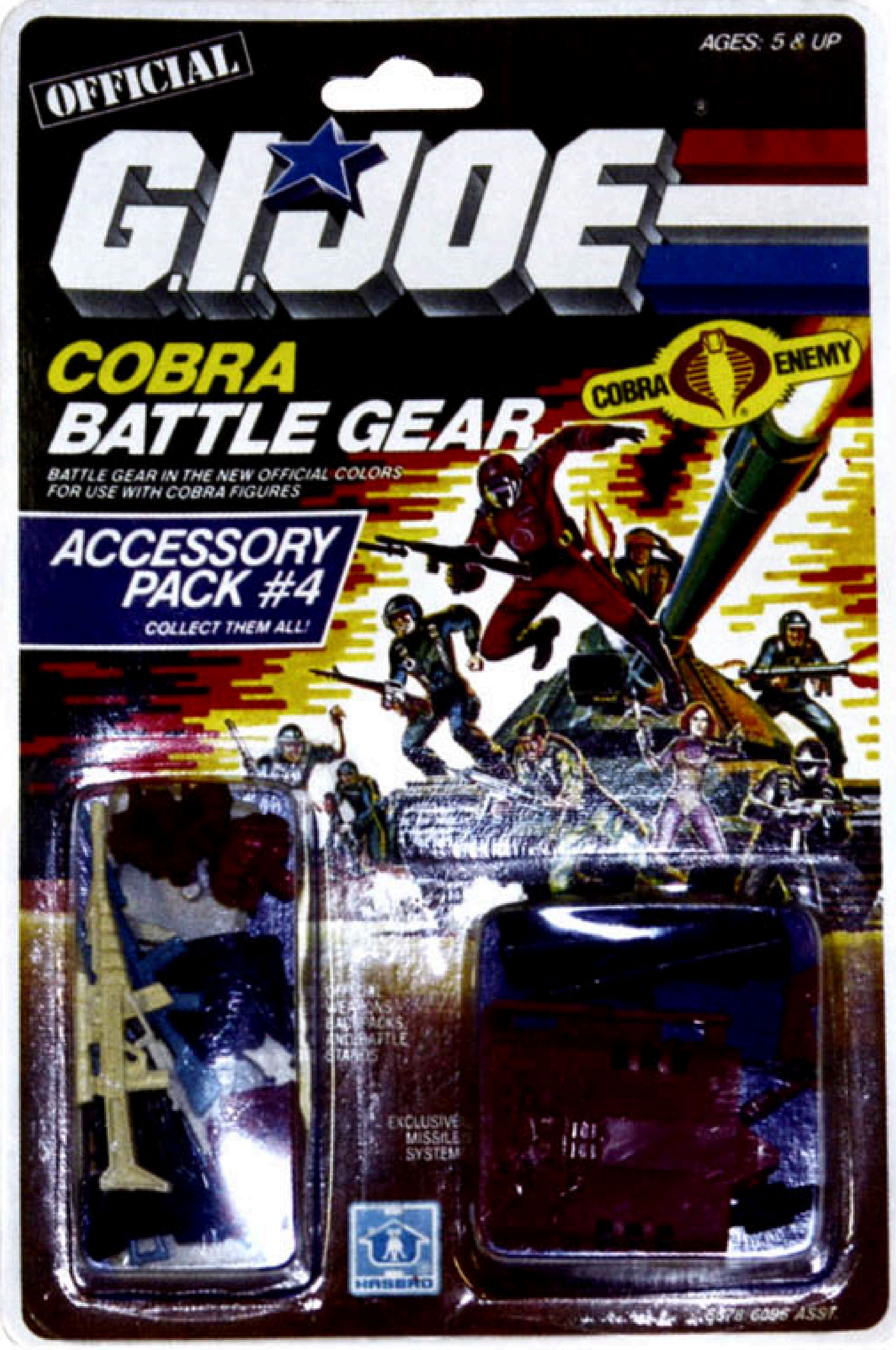
With the same color-changing capabilities that the Zartan (1984) and Zandar (1986) figures possess (for a definition of "photochromic," see Dreadnok Air Assault, 1986), their sister Zarana is "...a professional assassin who gains access to her victims through skillful acting and masterful use of make up and disguise." So then, her approach to disguise is markedly different from that of her two brothers.

Her prototype dossier cites her once-aspiring acting career: "Zarana could have had a brilliant career on the professional stage if the evil in her nature hadn't been so strong. She's cruel to animals, cuts ahead on lines, and never leaves a tip. She posed as an oral hygenist for six months on one assignment armed only with a reel of poisoned dental floss [crossed out note by Larry Hama: "...and terminated her victim by swabbing his gums with poison"]. She escaped dressed as a granny lady holding on a walker right past the cops and into a cab. The cabbie remembered her. She didn't leave a tip."

Collectors will note that there are two different versions of Zarana's head sculpt: one "with earrings" (early release) and one "without earrings" (later release). There is more demand for the earlier-released version with gold earrings.

MOC: (w/earrings) **$55-65**, MLC: (w/ earrings) **$10-14,** MOC: (w/out earrings) **$35-45,** MLC: (w/ out earrings) **$6-8**

[COBRA BATTLE GEAR] ACCESSORY PACK #4



Includes:

1 red Missile Backpack (Major Bludd)

1 light blue Handgun (Major Bludd)

1 red Backpack (Baroness)

1 white High-Density Laser Rifle (Baroness)

1 dark blue Armed Attache Case (Destro)

1 white High-Density Laser Gun (Destro)

1 white AK-47 Rifle (Cobra Officer)

1 white Submachine Gun (Firefly)

1 white Walkie-Talkie (Firefly)

1 dark blue Cobra Elite Backpack (Crimson Guard)

1 light blue Bayonet Rifle (Crimson Guard)

2 off-white Figure Stands

1 white RAR Pistol (Scrap Iron)

1 red Missile System in 5 parts—top, bottom, 2 legs, round attachment (Scrap Iron)

1 dark blue Missile System Remote Activator (Scrap Iron)

2 dark blue Missiles (Scrap Iron)

1 light blue Dragunov SVD Sniper Rifle (Cobra)

1 light blue Laser Pistol (Cobra Commander)

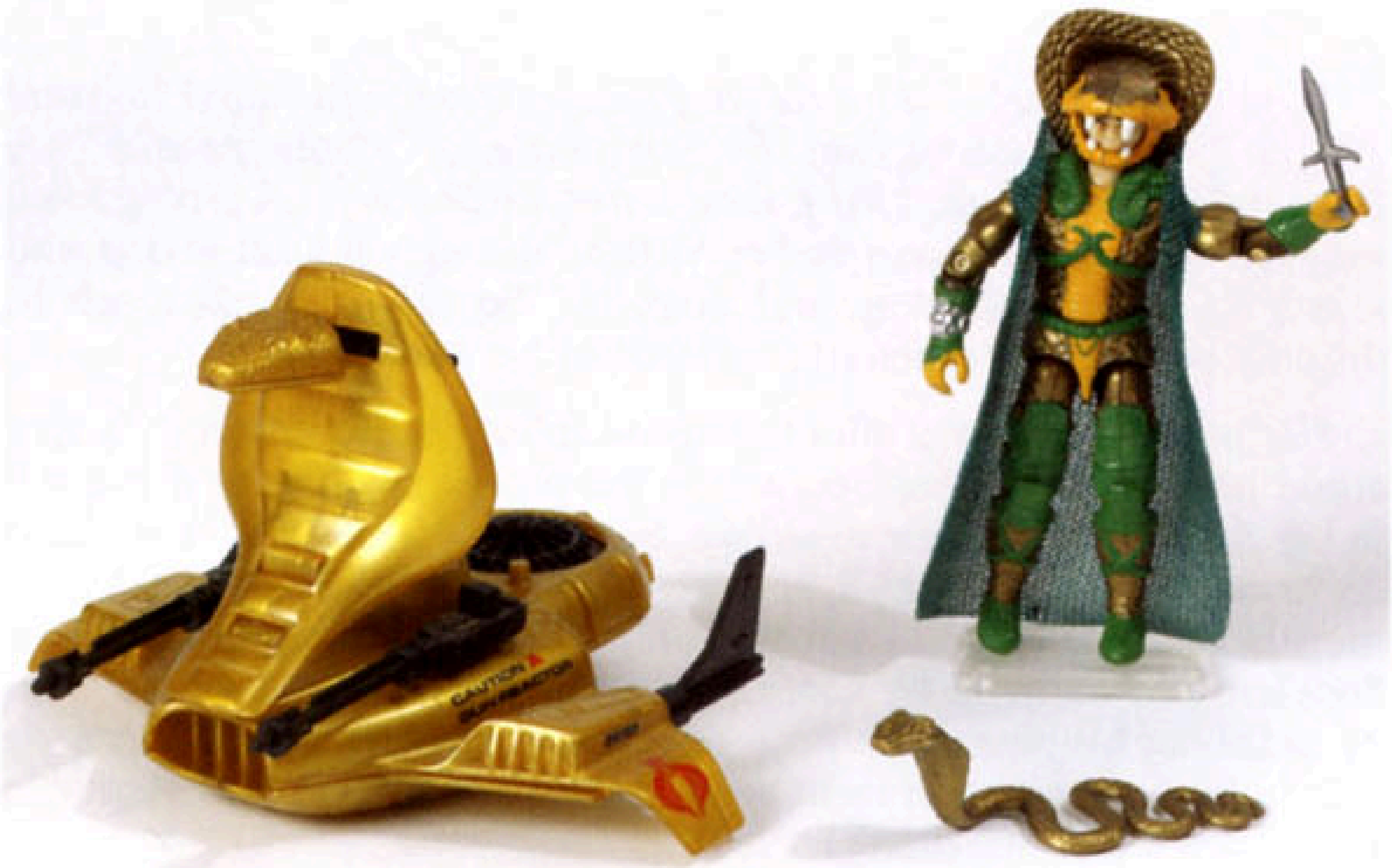
These weapons are not the same colors as the standard G.I. Joe accessories. If you find a weapon or accessory for a G.I. Joe figure that doesn't match the colors designated in this book (underneath the individual figure entries), then it's possibly from the current Joe line (1997-present), or from a Battle Gear Accessory Pack (these BGAP weapons are valued at a fraction of the original weapons included with single-carded figures).

WARNING: Many online G.I. Joe dealers include these much less valuable BGAP weapons with incomplete G.I. Joe figures and sell these figures as "Mint, Loose and Complete." Unless they advertise these weapons and accessories as "[Battle Gear] Accessory Pack" weapons, then the buyer is being misled (for example, the weapons included in Battle Gear Accessory Pack #4 were mainly red, light-blue, white, off-white, and dark blue in color, not the dark gray or black used for the weapons of the original carded figures).

MOMC: **$15-20**, MOC: **$10-12,** MLC **$6**

AIR CHARIOT

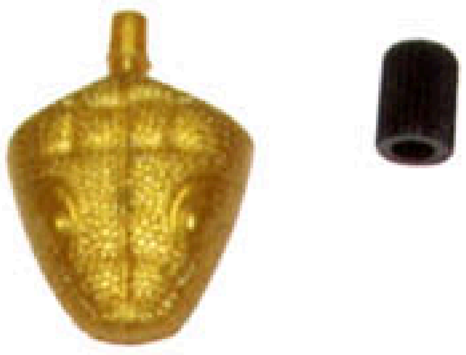
(Includes: Serpentor figure)



Serpentor's Air Chariot is essentially a gilded flying throne—a regal mode of transportation for Cobra's Emperor. With pivoting head handlebars, two (2) stabilizers (secondary vertical guidance stabilizers), a "Coblar" fiber reinforced battle shield with cobra-shroud covered radome, two (2) auto-load 7.62mm "Strike" attack guns, and emp-twin turbojet engines (with counter-rotating hover props [free spinning rotor]), this vehicle is a nice addition to the Cobra arsenal.

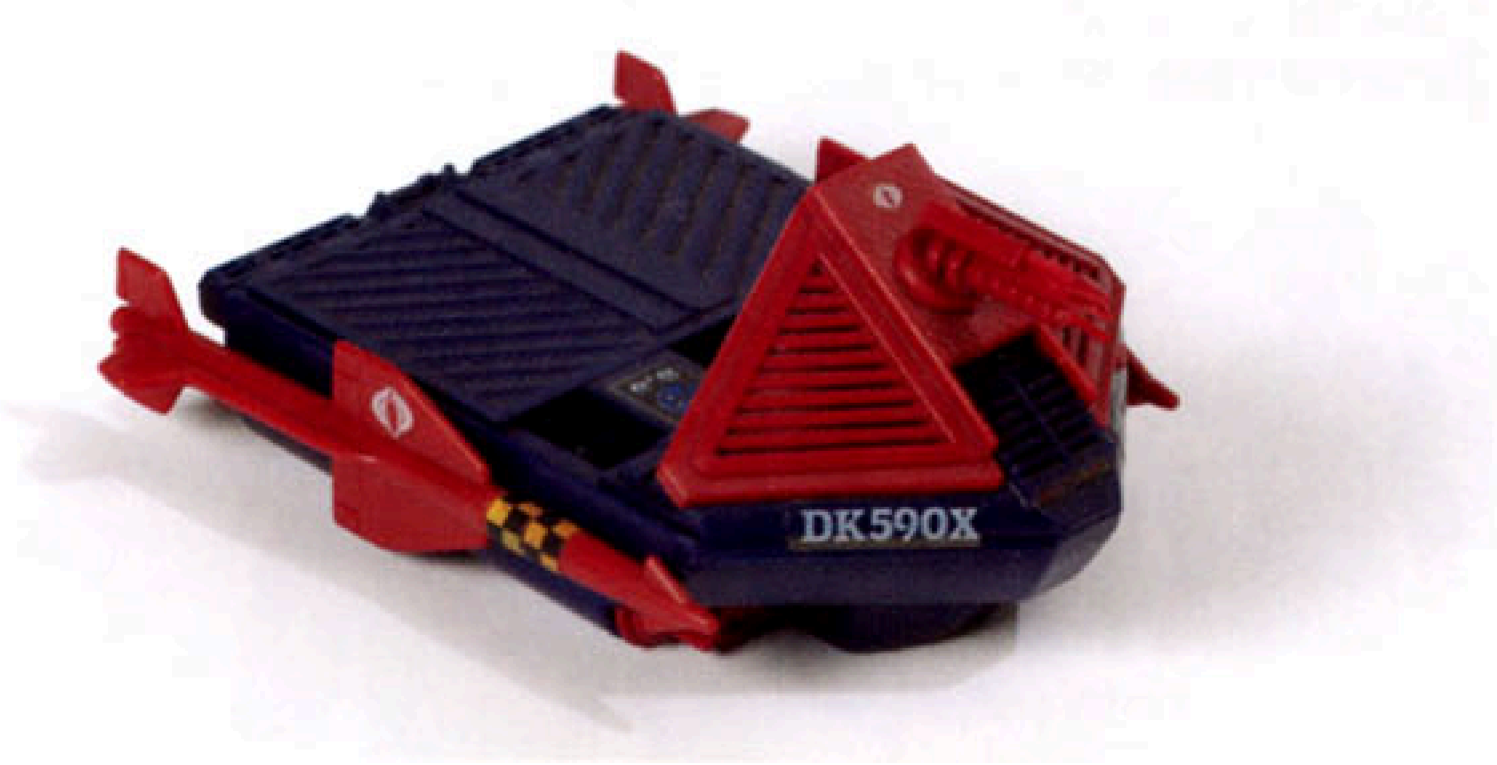
The Air Chariot's easily lost pieces include the serpent head and fan knob (also, the vertical stabilizers are quite fragile).

MISB: **$225-295**, MIB: **$30-35,** MLC: **$20-24**



The Air Chariot's easily lost pieces.

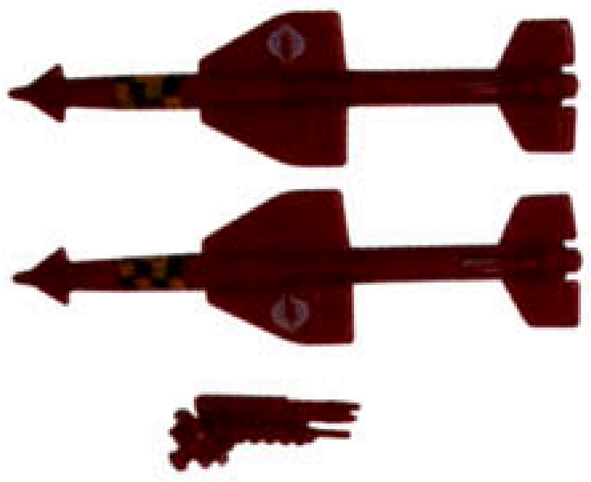
COBRA HYDRO-SLED



The Cobra Hydro-Sled (a toy that actually floats on water) has two optically-guided "Sunk" torpedoes, a swiveling rapid fire 9mm cannon combined with a "Snag" wire-guided spear gun, a vinyl laminate reinforced hull, pivoting fin (automatic directional trim tab), protective canopy (extended space-frame water shield): these attributes should make it well-suited for naval combat.

Easily lost pieces are its two missiles and harpoon gun.

MISB: **$55-65**, MIB: **$10-12,** MLC: **$4-7**

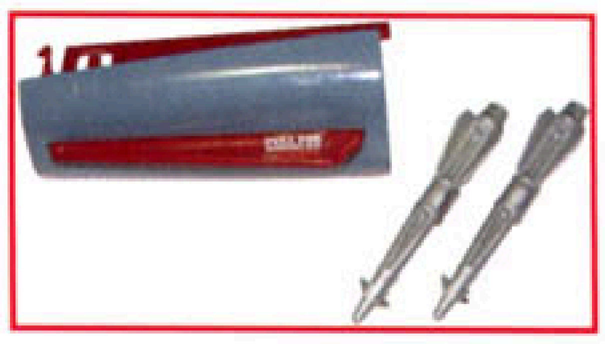


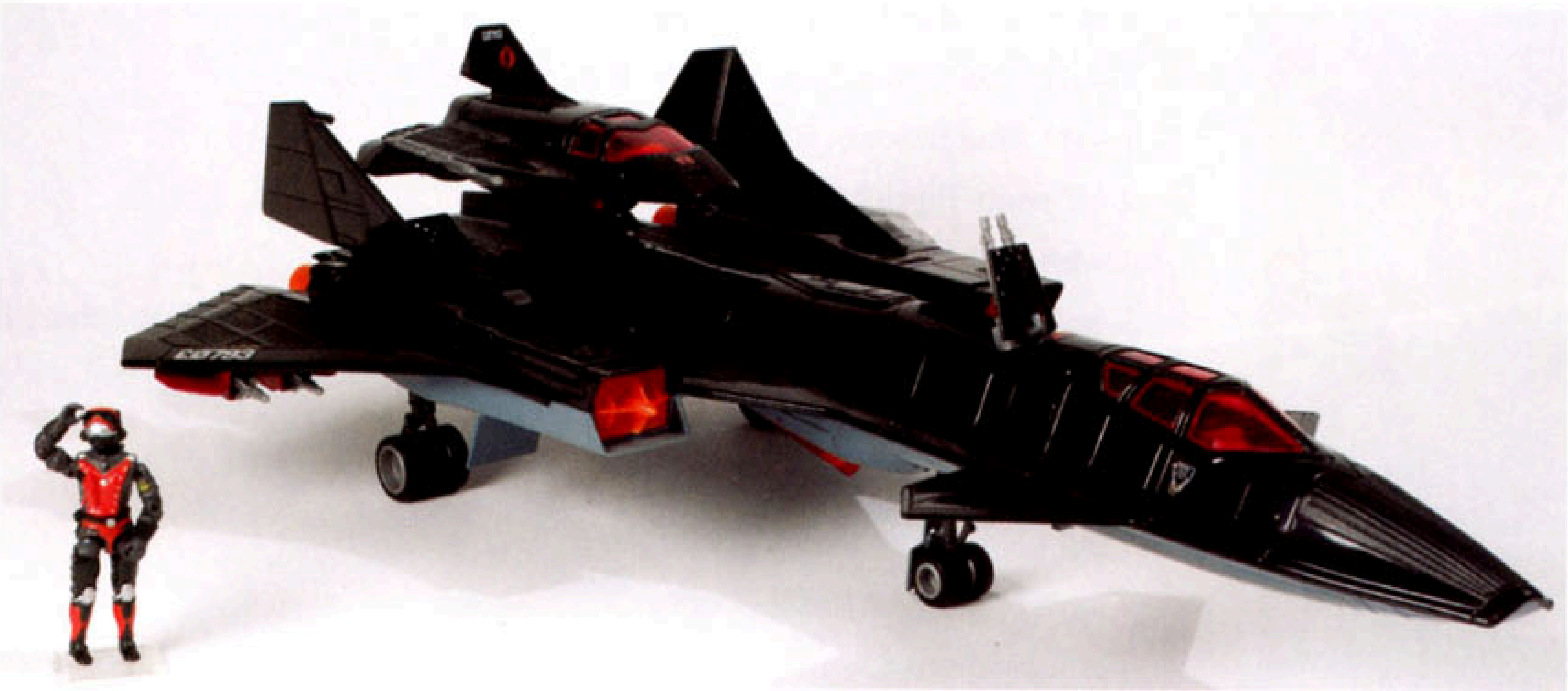
The Hydro-Sled's easily lost pieces.

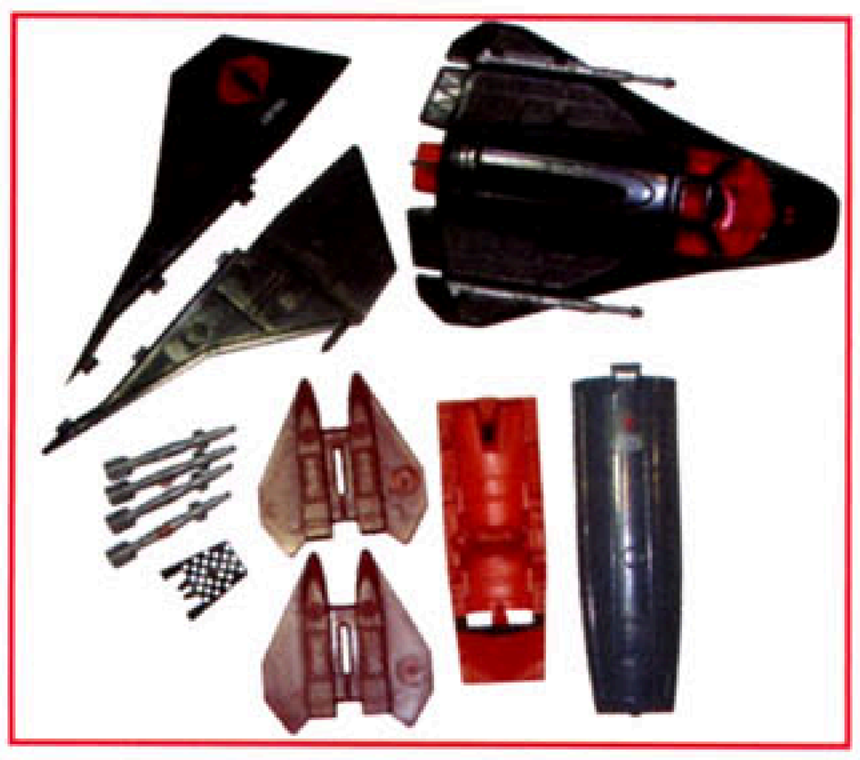
COBRA NIGHT RAVEN S3P

(Includes: Strato-Viper figure)

The undercarriage missile pod with two bombs.







The Night Raven's easily lost pieces.

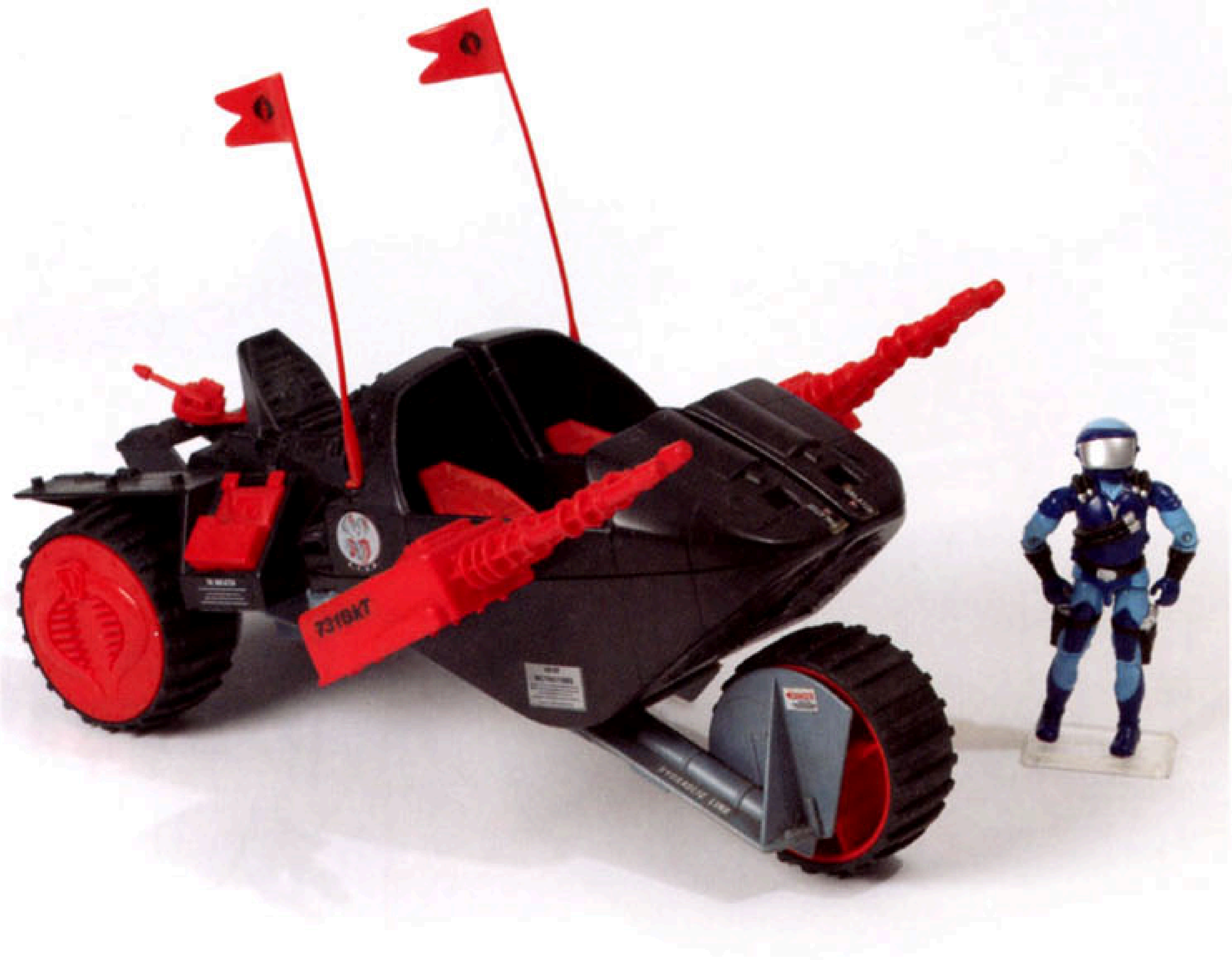
Regardless of the aircraft's real-world origins, the Night Raven S$_3$P ("Special Performance, Mach 3") has a number of special features: retractable advanced alloy landing gear (lowered via a "gear mechanism slide"), an internal pull-down rotary rocket launcher with two (2) removable short-range air-to-air missiles, two (2) "Double Toxin" heat-seeking twin missile pods that mount on the underside of the plane's wings, a twin 20mm cannon with gun windscreen (hydraulic airbrake) mounted on the roof of the aircraft, two (2) opening and closing engine covers that hide the Night Raven's engine compartments (for repairing the plane's dual "Viper" mach 3.5 turbojet engines), moveable rearward air brakes, a hydraulic operated auto-level twin personnel cockpit (that raises and lowers--it is also fully removable to load action figures [a Strato-Viper Intelligence Officer and a Weapons Specialist Officer]), and a single-person low radar-reflection recon jet (the "Drone") mounted on the Raven's tail connector. This removable reconnaissance jet comes with two (2) MK12 "HOGS" (High Observation Gunship System) 20mm cannons, and an opening hatch cover to allow room for one figure.

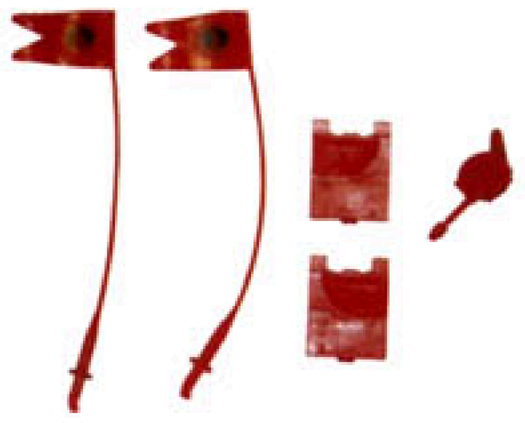
Easily lost pieces include the hydraulic airbrake (top cannon cover), two missile pods, four (4) missiles for the pods, two (2) bombs for the pull-down rocket launcher, the one-man recon drone, pull-down cockpit, cockpit bottom, left top wing, right top wing.

MISB: **$650-800+**, MIB: **$80-100,** MLC: **$50-70**

COBRA STUN

(Includes: Motor Viper figure)





The STUN's easily lost pieces.

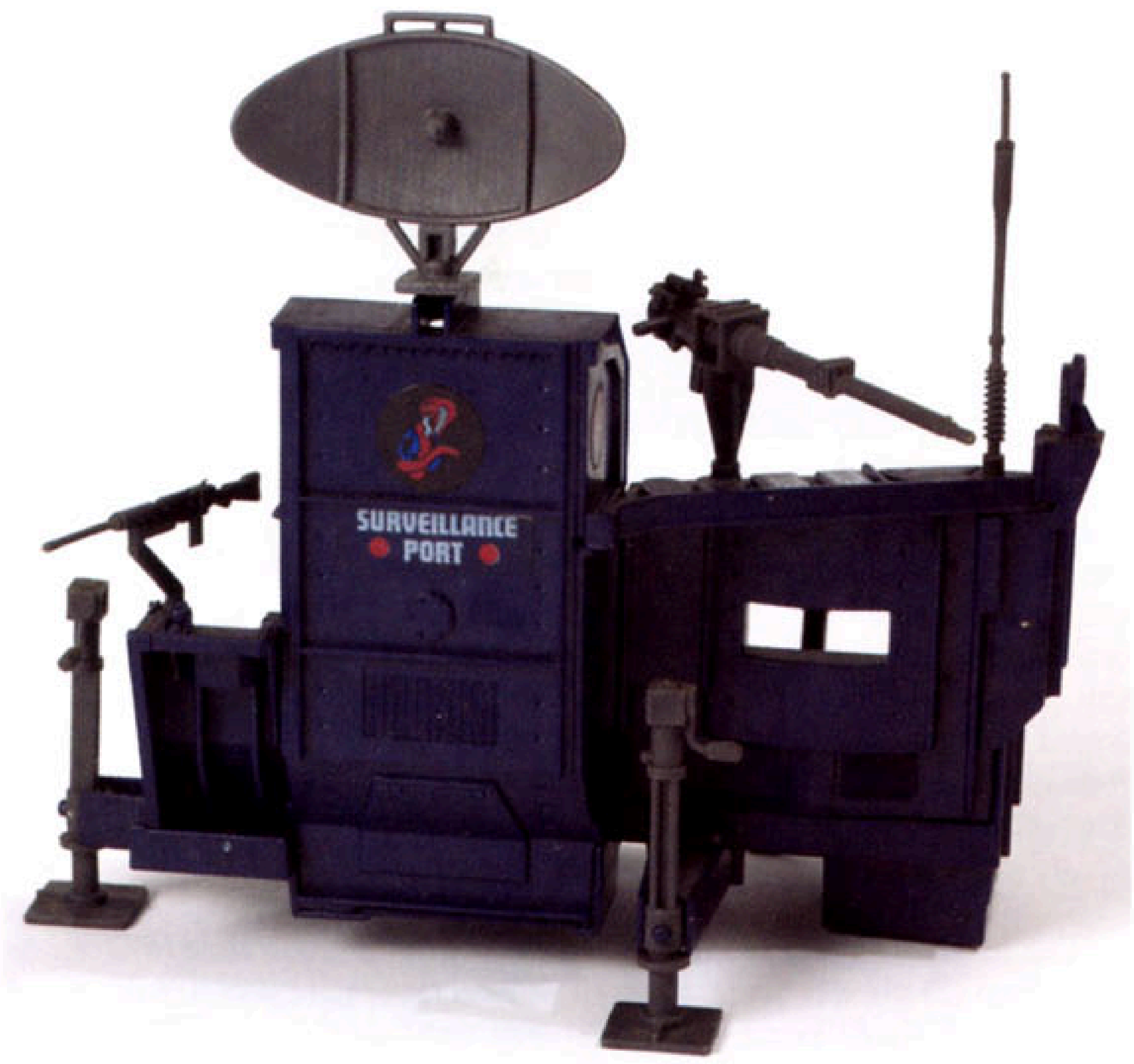
One of the more bizarre vehicles in Cobra's Command's legions, the STUN is a "... high speed sentry that hastens Cobra to his attack position!" This three-wheeled vehicle (with all-terrain, puncture-proof tires and "Chariot" type battle-armor wheel shields) comes replete with split forward assault pods (separating born-epoxy battle shells) with battle command seats, two "Blazer" twin rotating laser battle cannons that pivot into firing positions, removable engine lids (that protect concealed poly-sac fuel cels), twin Cobra battle flags, a "round-off" circular magazine 9mm machine gun, and room for eleven (11) Cobra action figures. Collectors should remember to check loose complete samples of the Cobra STUN to make sure that the two included battle flags are not broken or missing—these are quite brittle, and nearly impossible to find.

Easily lost pieces include two engine covers, two flags, and the small 9mm machine gun.

MISB: **$280-325**, MIB: **$35-40,**
MLC: (w/ no broken flags) **$18-25,**
MLC: (w/ broken flags) **$10-12**

COBRA SURVEILLANCE PORT

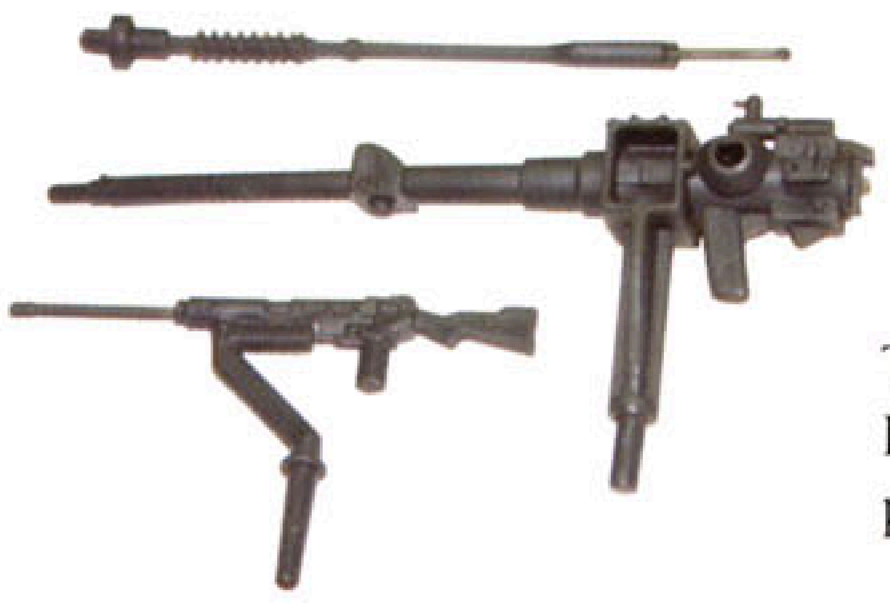
(Battle Station)



The Cobra Surveillance Port is a sturdy playset rendered and molded in "Cobra Blue" (the standard Cobra color). The Surveillance Port features three (3) nitrogen leveling struts, a large 16mm fully automatic liquid-cooled machine gun, a smaller air-cooled 6.5mm general purpose machine gun, a low-interference antenna, an elliptical long-range air search radar, and a fixed-mount signaling light (mounted into the plastic wall). The Surveillance Port makes an admirable outpost for Cobra, and is comprised of five (5) different walls and one (1) base: front wall, right side wall, window wall, side wall, top wall, and base.

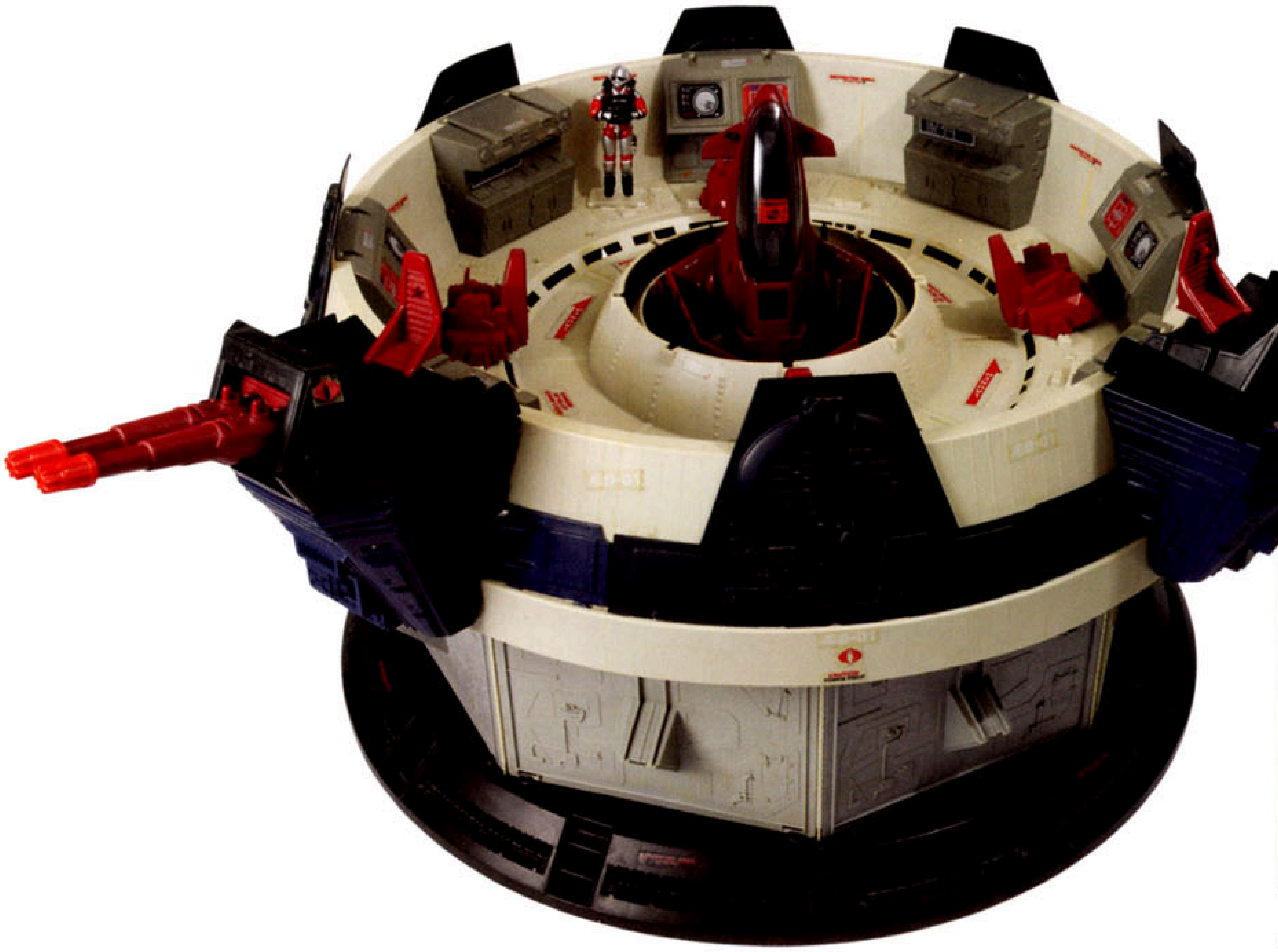
Easily lost pieces include two (2) machine guns (large and small), antenna, three struts (all attached to the base), and a radar dish (attached to the toy).

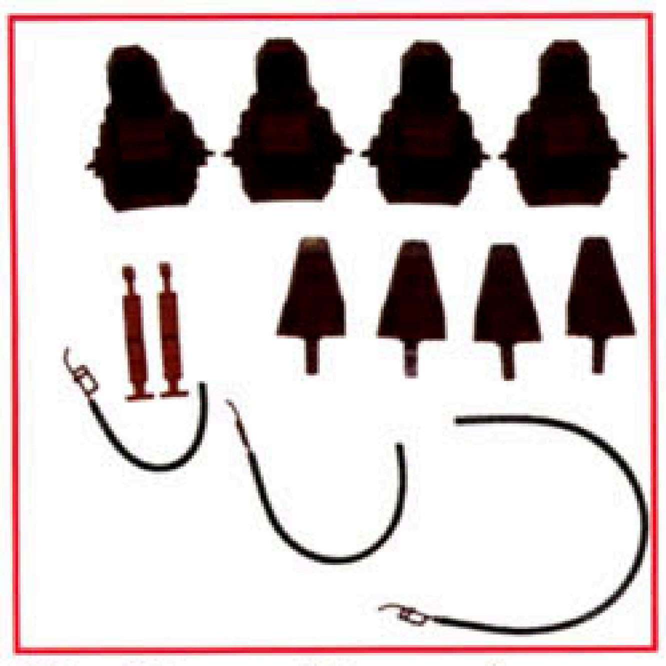
MISB: **$125-150+**, MIB: **$22-30,** MLC: **$7-12**



The Surveillance Port's easily lost pieces.

COBRA TERROR DROME [WITH FIREBAT]





The Terror Drome's easily lost pieces.

With an original retail price of $39.99-44.99, the Cobra Terror Drome was the largest of all of Cobra Command's playsets. The Drome has an interesting back-story, courtesy of the Marvel comic book. These bases were quickly produced and sold by Cobra to third-world and developing nations for attack and defense purposes. For instance, an entire Cobra operation revolved around the profitable sale of Terror Dromes. As the narrative goes, after Cobra sold a few of these bases to the fictional nation of "Frusenland," the Terror Dromes insidiously pumped low-frequency electronic signals into the environment (via a paranoia ray), and motivated native Frusenlanders toward aggressive behavior (Marvel Comics, *G.I. Joe* #67). Therefore, this act provided a market for Cobra's illicit arms-dealing operations: civil wars and internal strife warrant the purchasing of new weapons.

As with the U.S.S. Flagg (1985) and Defiant: Space Vehicle Launch Complex (1987), the Cobra Terror Drome was such a complicated playset to assemble that there was a two-sided label placement sheet included with the toy's instructions. Again, due to the complex nature of the playset, the Terror Drome can be broken down into three different sections: the Launch Preparation Perimeter Level, the Staging Level, and the Firebat Launch Silo.

LAUNCH PREPARATION PERIMETER LEVEL

The upper launch preparation perimeter level contains armored rampart walls (a reinforced "Heavy-Armor" Cobra battle rampart), four (4) maroon fire control/launch silo command seats that recline (strategically placed in front of the fire control/guidance monitors, and adjacent to the launch preparation work stations), and two (2) tower mounted "White Heat" laser cannons that elevate and pivot (with built-in laser cannon command seats) mounted on two (2) radome (radar + dome)/reinforced cannon towers. These canon towers contain perimeter defense sensors/scanners mounted on the bottom of them which act as an early warning/detection system to alert Cobra Command of G.I. Joe intruders, for "This insidious fortress lies deep within Cobra forests!" (from the package back).

STAGING LEVEL

The sturdy round support base of the Cobra Terror Drome is molded in "Cobra Blue" (Cobra Command's standard blue color), and has eight opening bay doors that run from the base of the staging level to the rampart that skirts the upper launch preparation perimeter level. Each of these eight bay doors flip open to reveal a bevy of hidden rooms: three (3) refueling/energizing stations that function as vehicle diagnostic anaylsis/storage bays with red garage doors that extend out of the bays (replete with gas hose and nozzle in each bay); two (2) strut dampened swing-out blast doors with blast door mounted laser cannons (with cannon seats); one (1) prisoner containment chamber with energy field containment door (to hold captured Joes); one (1) launch silo activation chamber (with a lever to raise the Firebat out of the launch prep level's silo); and one (1) munition storage depot.

[FIREBAT] LAUNCH SILO

The most interesting feature of the Cobra Terror Drome is that it could launch an experimental fast-attack jet called the Firebat (for detailed information, see the plane's individual entry). The launch silo for the Firebat is contained within the center of Drome, where "The secret launch mechanism [launch lever] activates silo doors and elevator raises Firebat for launch" (from the package back). The launch silo activation chamber is one of the eight access chambers in the Terror Drome base, and contains a lever that will "…open silo doors for landing, then lower [the] elevator to keep the Firebat out of sight" (from the box side). The launch silo and launch area on the upper level have thermal thrust vents (to vent the blast from the Firebat's launch), four (4) thermal computer[ized] emission vents, and eight (8) fragile launch silo blast shields (molded in Cobra Blue) that when closed show a large Cobra sigil printed on them.

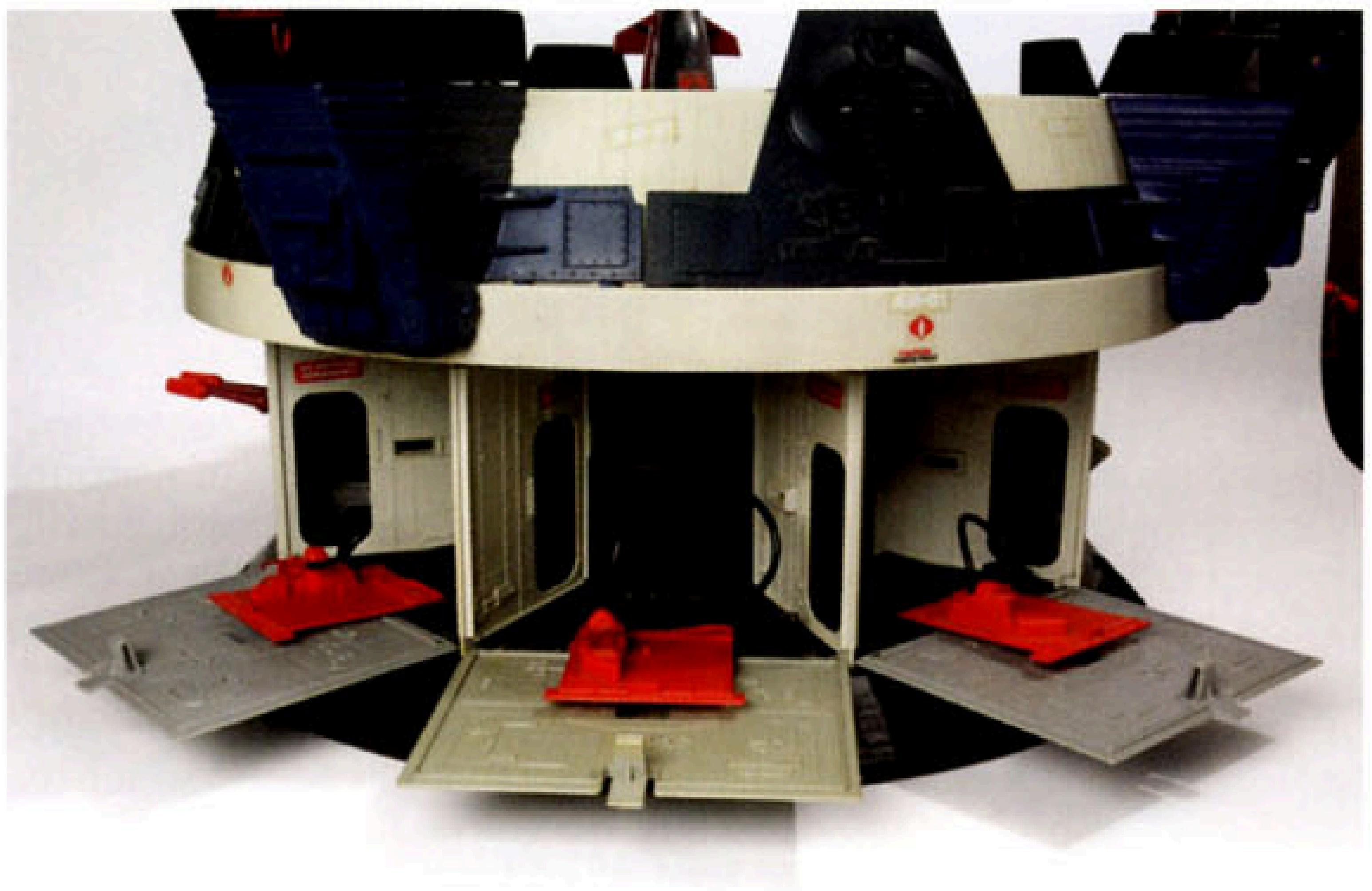
FREQUENTLY BROKEN PARTS

The entire playset is very fragile--perhaps the most fragile of all G.I. Joe toys--and the parts that are most often found broken are as follows: the tabs of the entire upper rampart wall, the tabs on the eight (8) doors, the posts on the two (2) gun doors, the two (2) turret cannons have a tendency for their inner tabs to break and for the guns to become limp, the hose attachment peg one each of the three fuel stations are often found broken. Furthermore, the gun caps placed on the Terror Drome's four (4) cannons have a tendency to be missing on loose samples. There are eight gun caps total—two for each of the four cannon units.

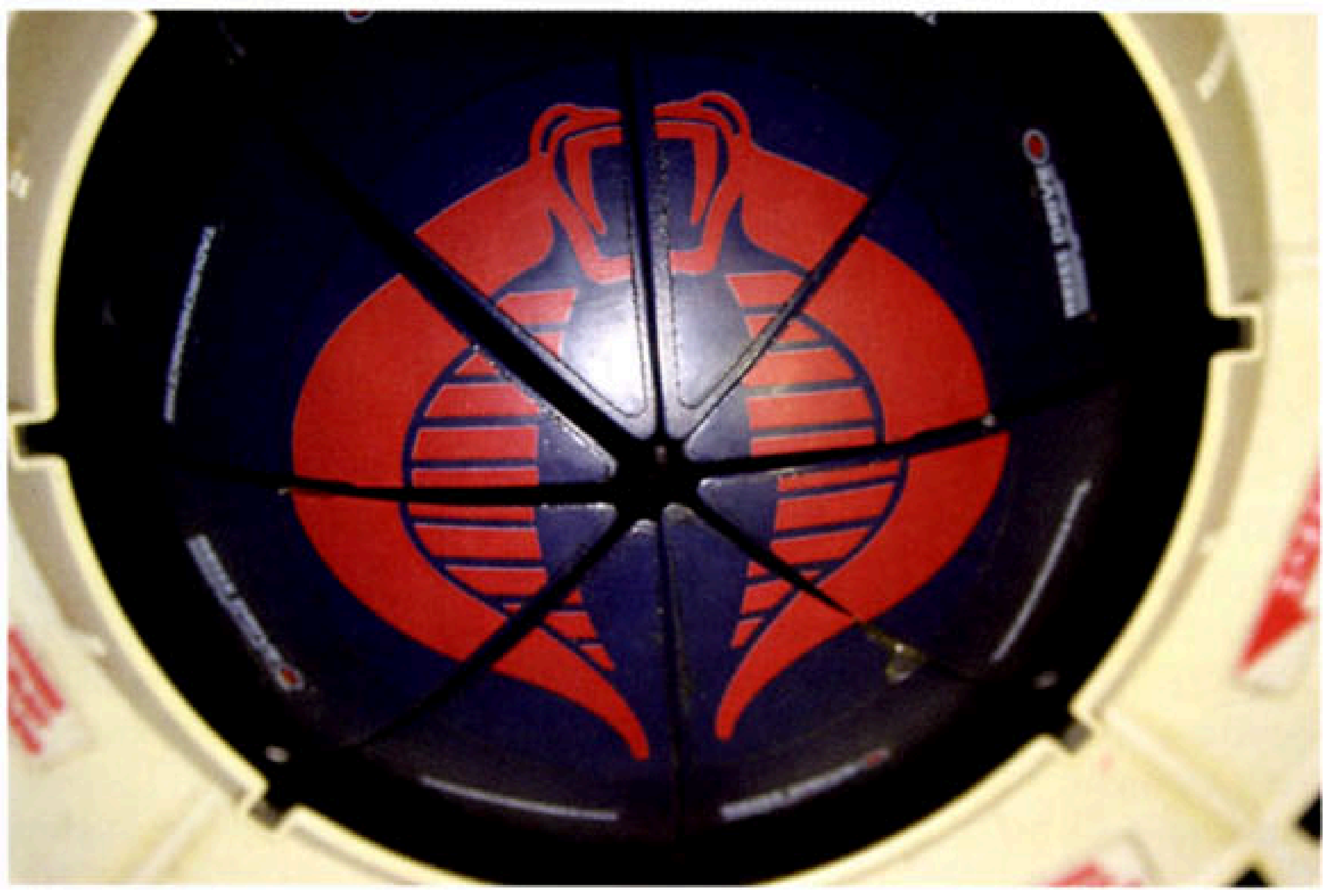
EASILY LOST PARTS

The easily lost pieces for the Terror Drome include four (4) console seats, two (2) gunner seats, three (3) hoses, three (3) pumps, two (2) red "gun door" struts/braces, eight (8) gun caps, and the eight-piece silo blast shields.

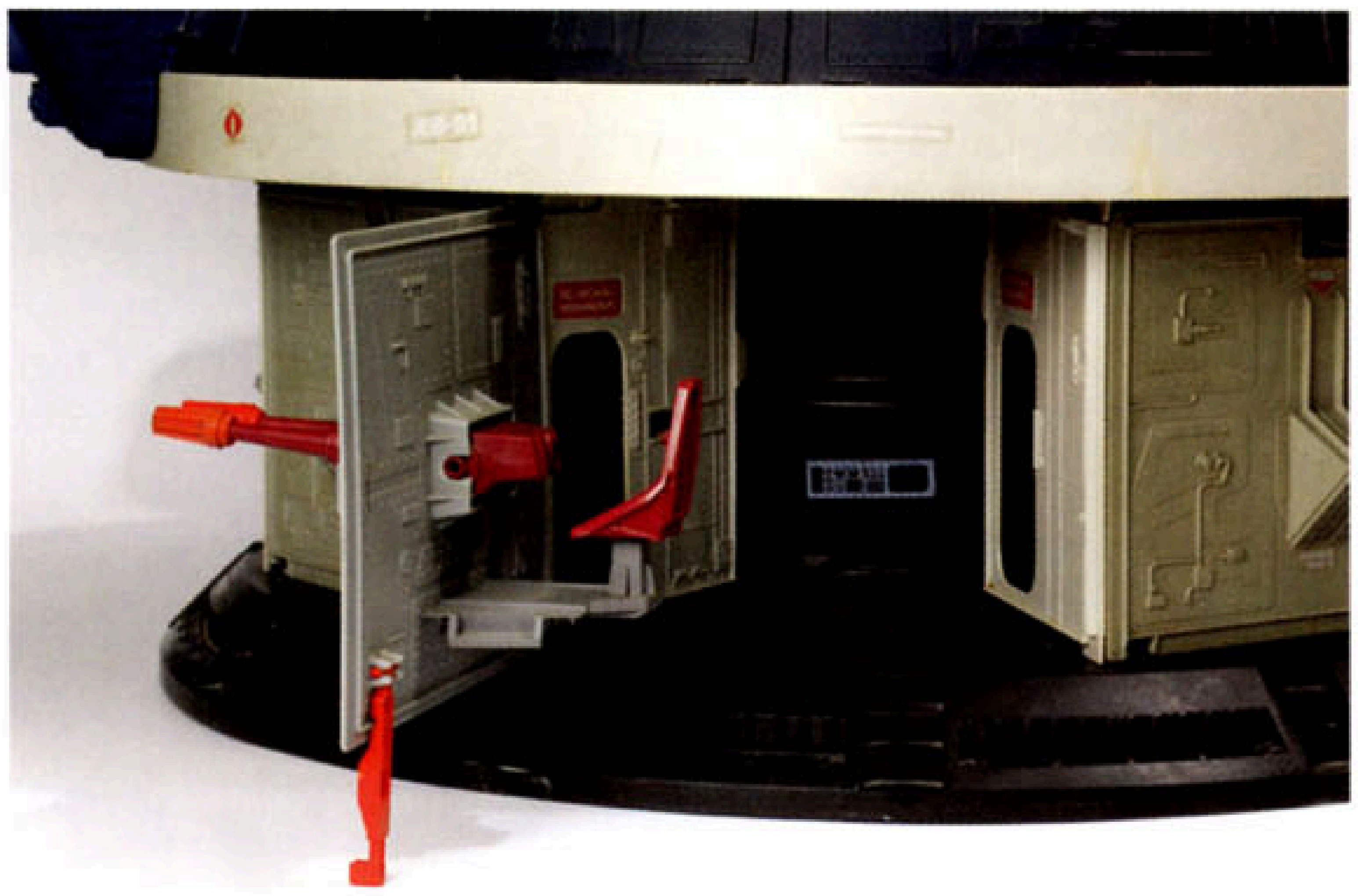
MISB: **$1500-1750+**, MIB: **$275-350+,** MLC: **$175-250+**



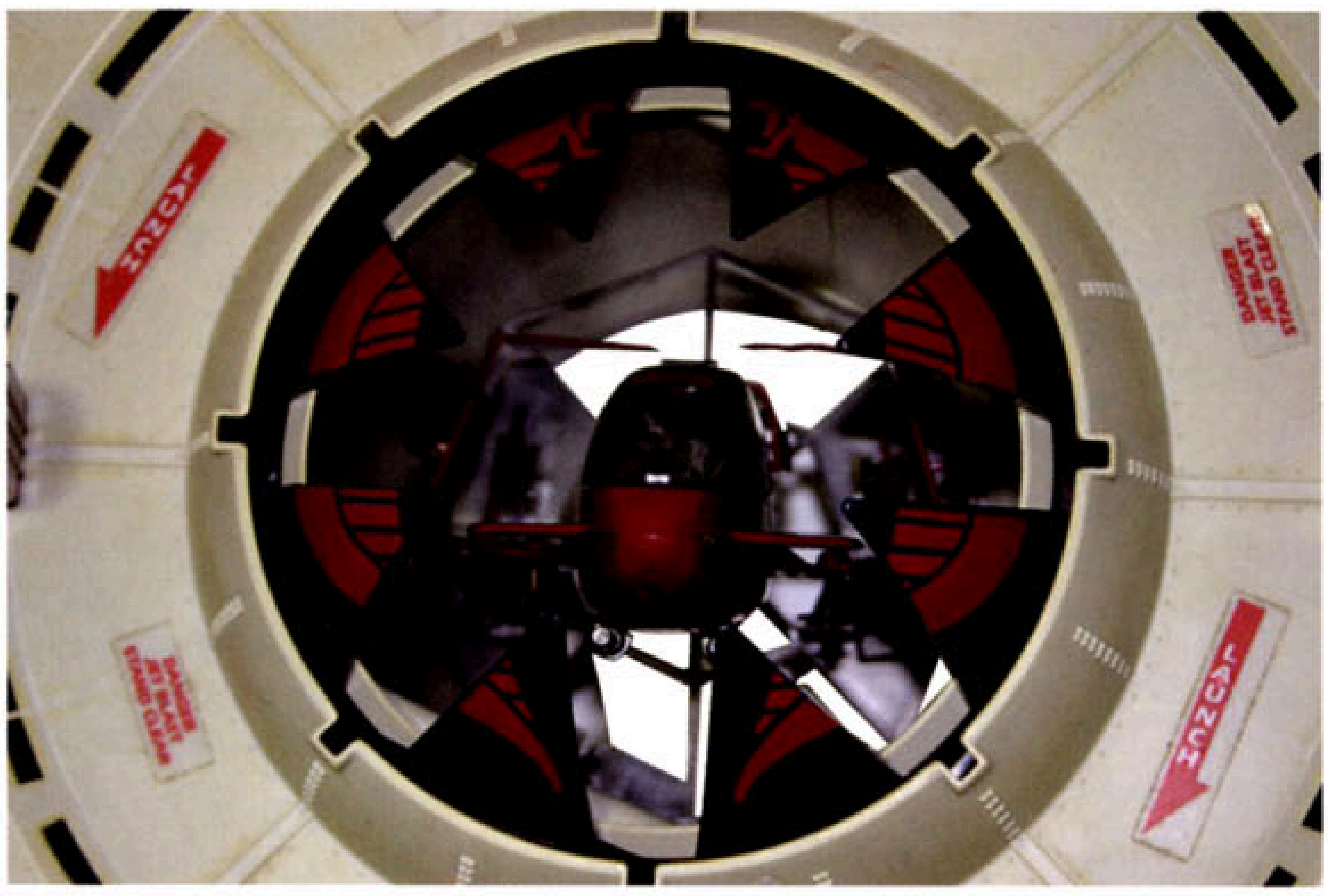
The fuel stations. (refueling levergizing stations).



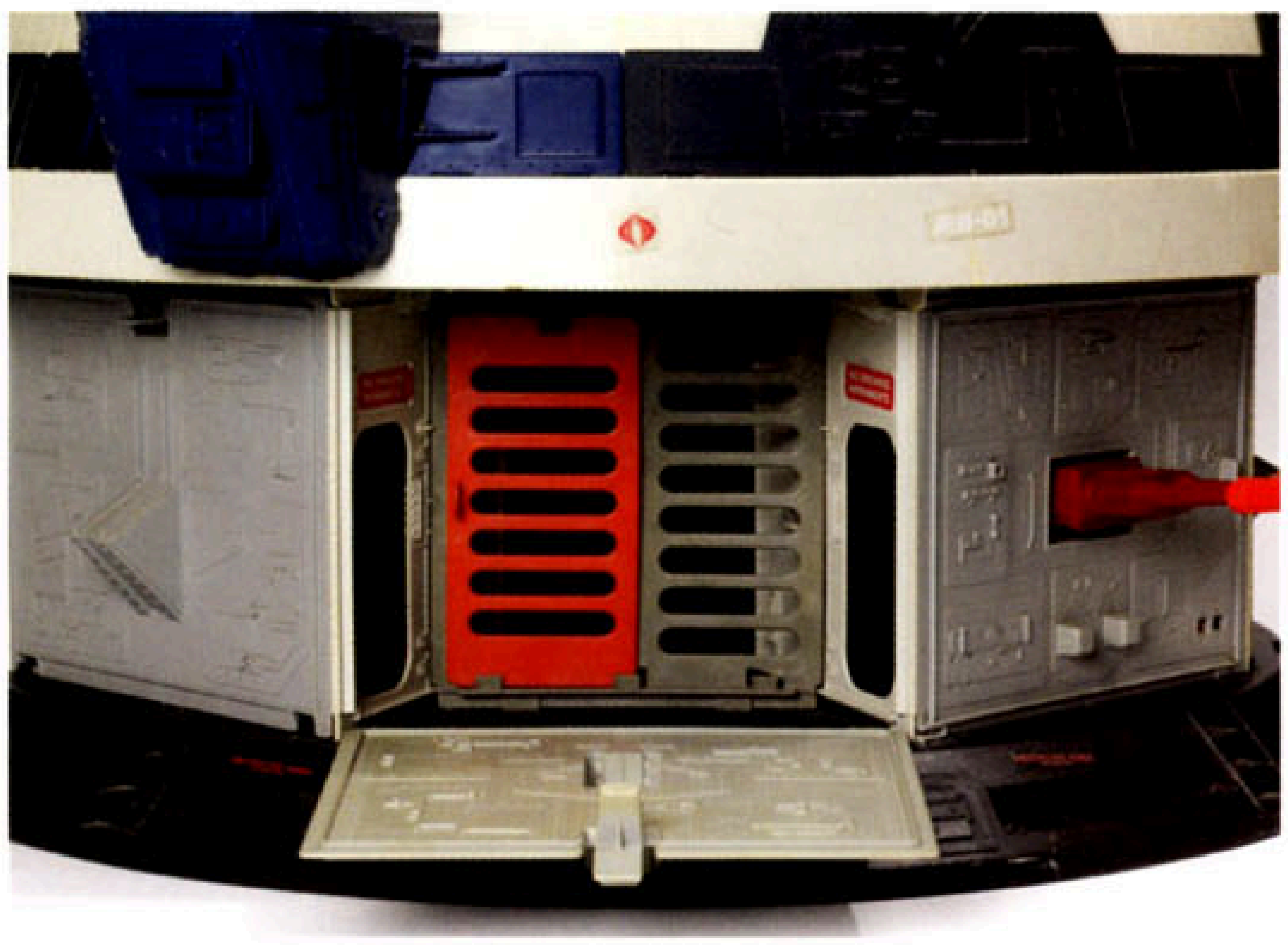
The launch silo with blast shields closed.



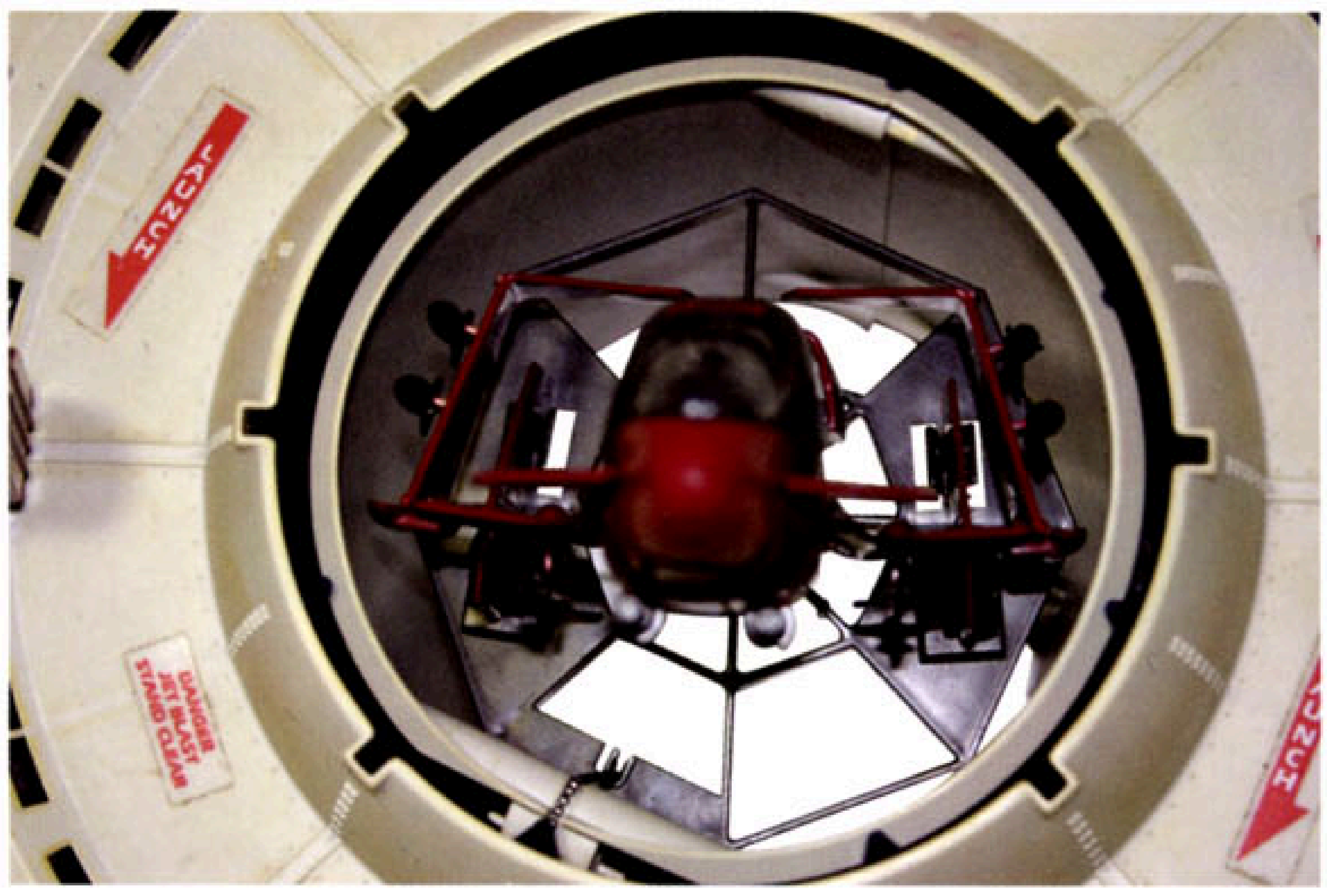
The gunner station. (blast door w/laser cannon).



The Firebat being raised with launch silo blast shields opening.



The jail doors. (prisoner containment chamber).

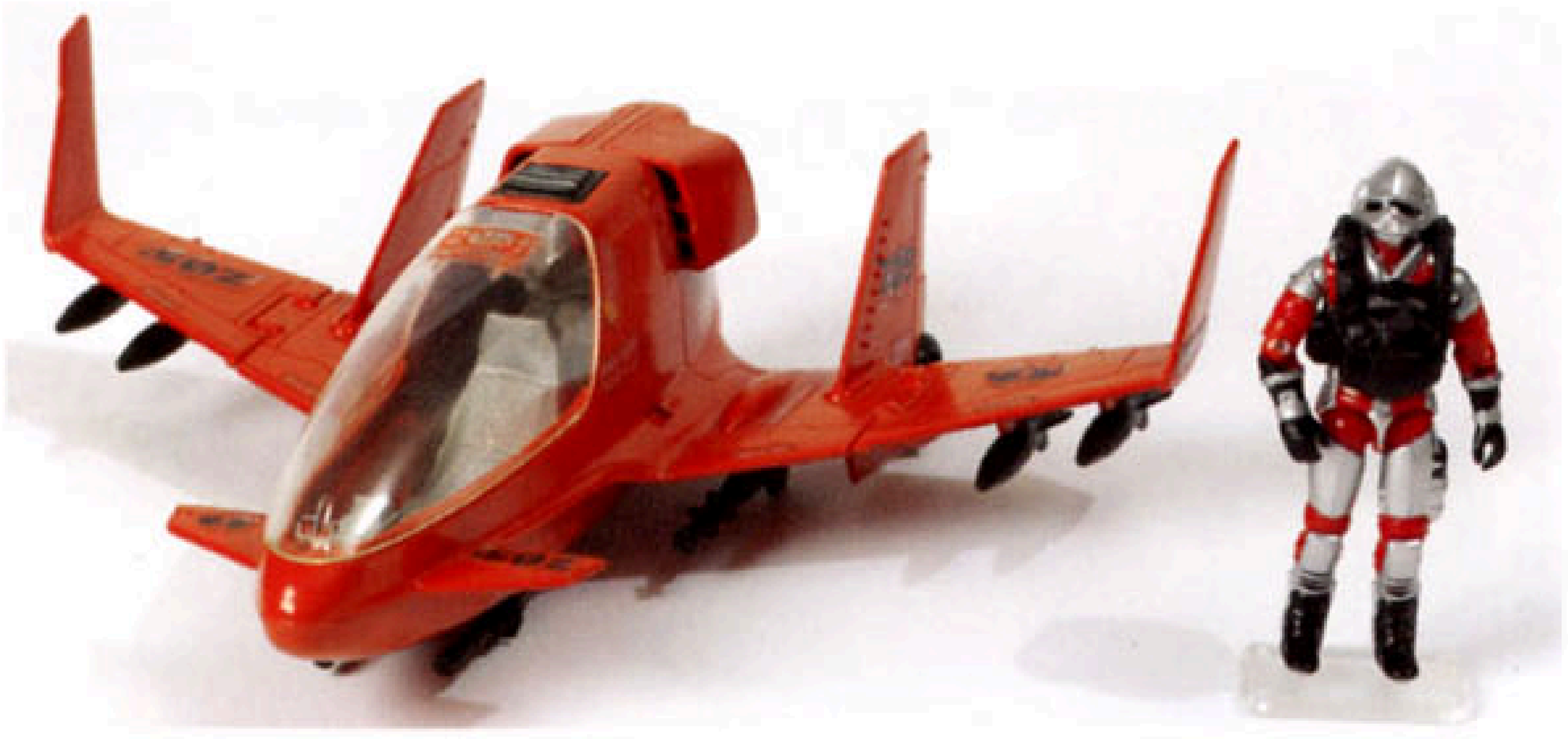


The raised Firebat with launch silo blast shields fully opened.

COBRA [TERROR DROME] FIREBAT

(Includes: A.V.A.C. figure)

Included with the Cobra Terror Drome



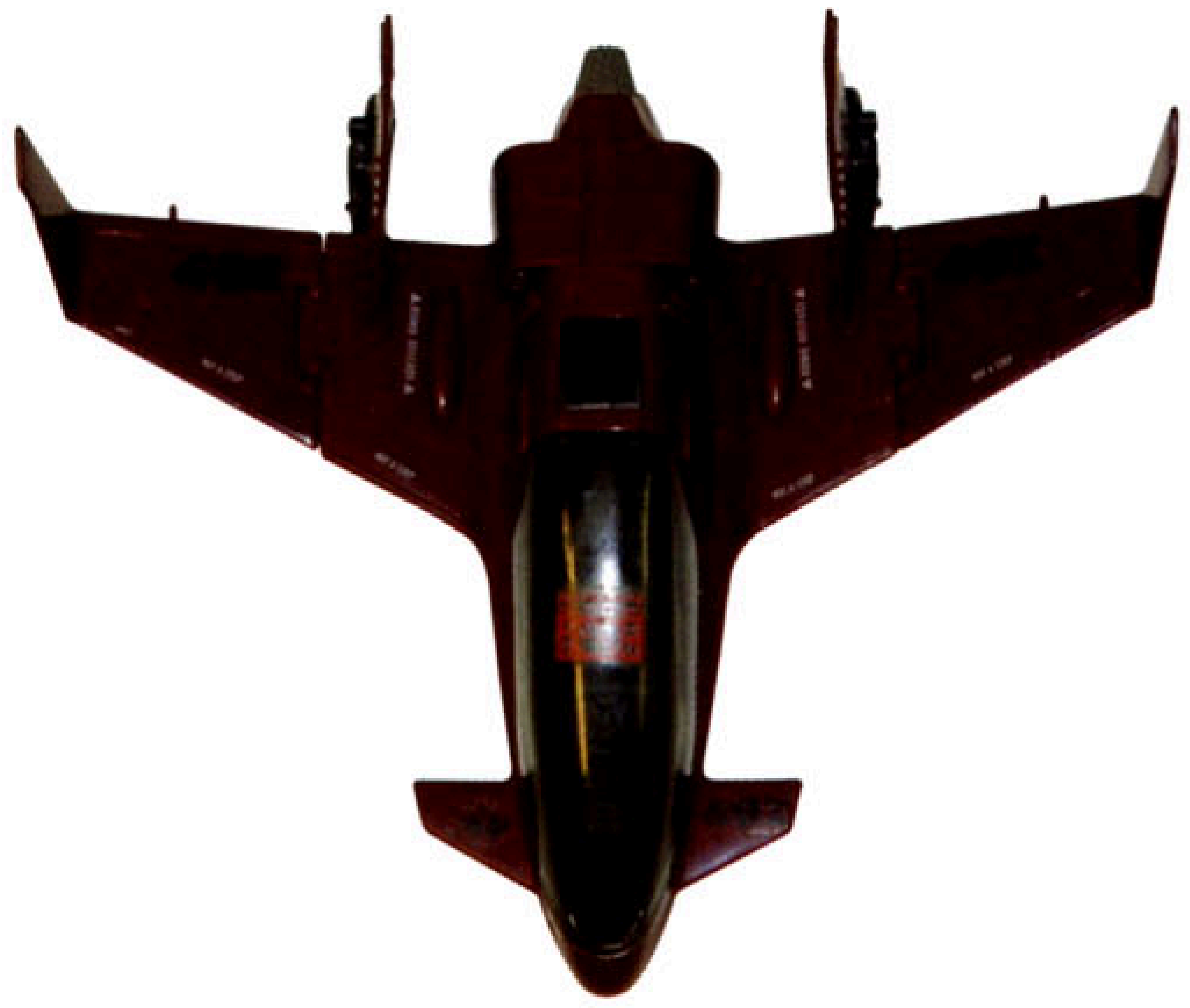
Although the Cobra Terror Drome Firebat came boxed with the Cobra Terror Drome (1986 [as the Locust ([1990]) did with the G.I. Joe General ([1990])), the popularity of the Firebat itself with "troop building" collectors on the secondary market demands it receive its very own entry in Series V. With infrared HUD (Heads Up Display) imaging, a Cobrajet F404 afterburning turbojet, four (4) air-to-surface Condor bombs, two (2) removable epoxy composite engine covers, two (2) high-drag mk .38 Snakeyes guidance bombs, twin 25mm coaxial firing cannons, super reinforced titanium folding wings, vertical stabilizer winglets, plus horizontal stabilizing front canards (as these canards ['tailplanes'; i.e. front wings] are ahead of the main wings on the Firebat), this aircraft is one of the fastest in all of Cobra's vast legions.

An interesting note regarding the Firebat is that it does have concrete real-world origin: the USAF X-Plane Experimental Aircraft program (October, 1947[X-1]-current[X-33]). The designs of a few G.I. Joe planes were based directly upon many of these experimental aircraft. The Firebat's designs mimicked those of the Ryan X-13A Vertijet (model 69), which was also an experimental Vertical Take-Off and Landing aircraft.

Aficionados should note that there was a Hasbro Direct mail-away version of the Firebat (1988-1993) which is highly-prized by collectors, for the mail-order toy was molded in a much brighter red shade of plastic. It is suspected that this bright red mail-away Firebat (as opposed to the retail-released maroon version) was offered via Hasbro Direct for the first few years of its non-retail run, then Hasbro corrected its color to closer match the retail release.

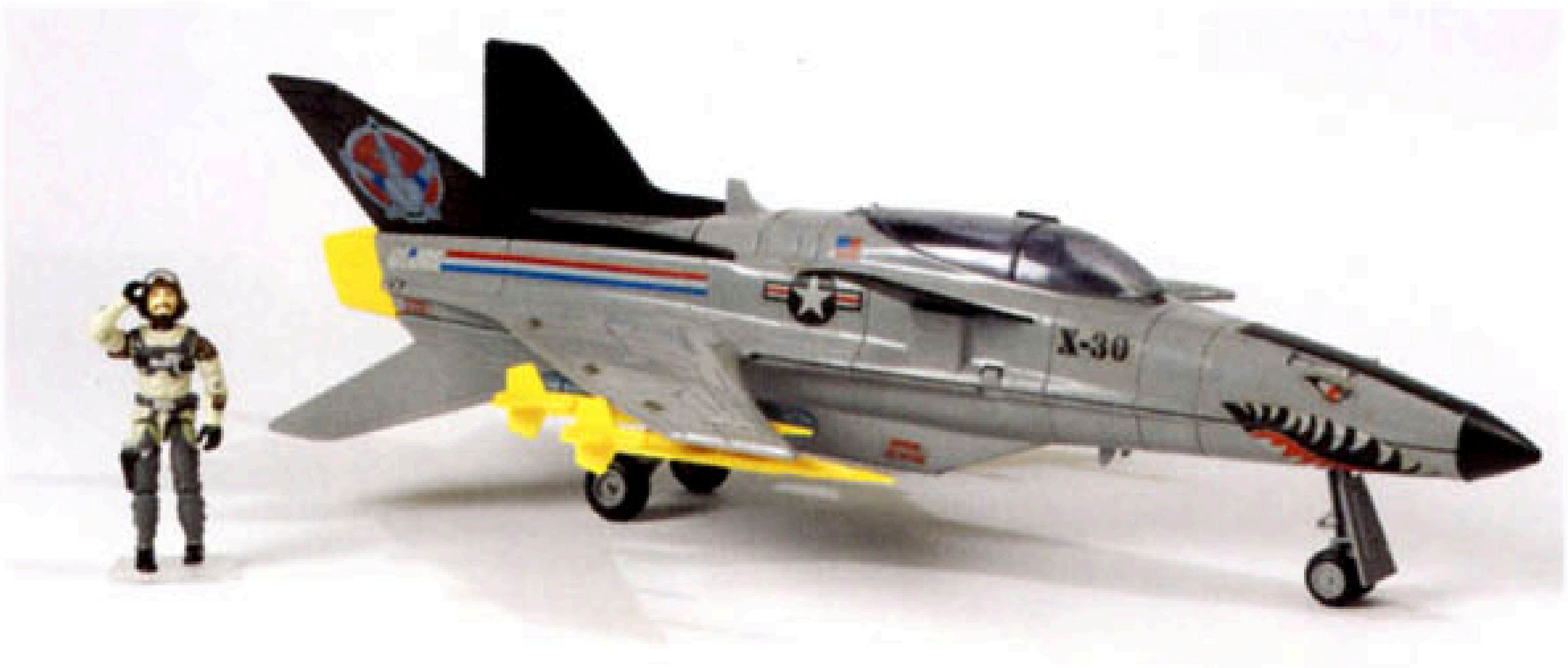
The Cobra Firebat's easily lost parts are as follows: two removable engine covers, six bombs (two long, four stout), two landing gear (very fragile), and two machine guns (very fragile). For another picture of the Firebat "pre-launch"--see Cobra Terror Drome with Firebat (pic: blast shields open).

MIB: (retail) **N/A**; MLC: (retail) **$18-24**
MISBaggie: (mail-away) **$125-150**, MLC: (mail-away) **$50-65**



CONQUEST X-30

(Includes: Slip-Stream figure)



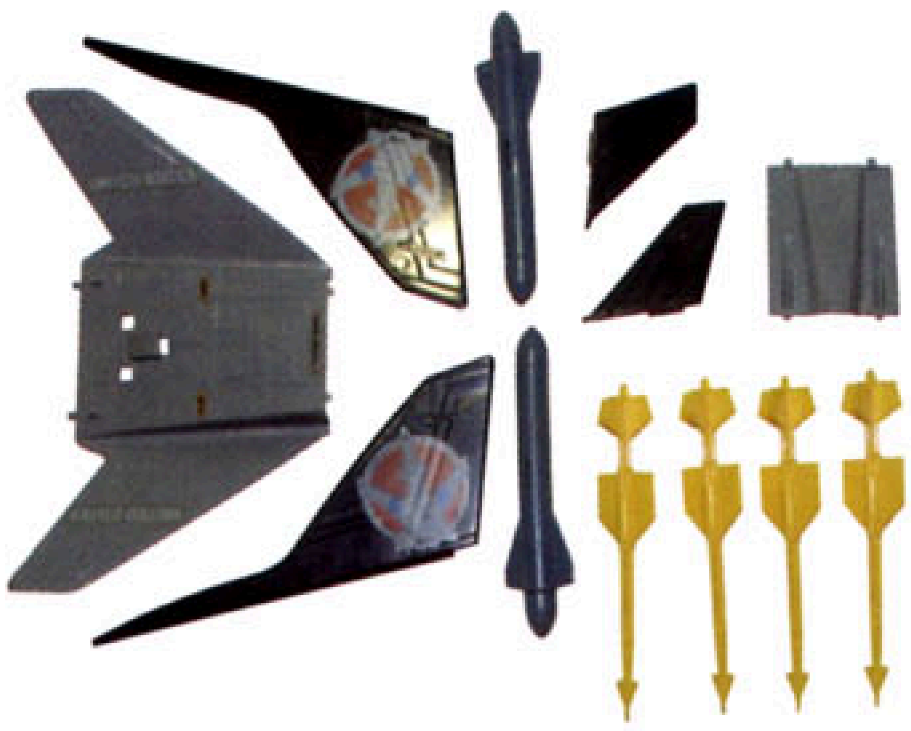
The Conquest X-30's "on board computers [that] control[led] the advanced forward-swept wing design capable of precise maneuverability" (from the package back) made it an extraordinarily popular vehicle at retail. The toy (and its real-world equivalent) came with a bevy of action features: a HUD (Heads Up Display) laser guidance system, horizontal stabilizing front canards (wings), a set of layered epoxy/honeycomb forward-swept wings, "lift-off" 26K. lb. thrust turbofan engines, four (4) AIM-12 "Light Sparrow" air-to-air missiles, two (2) Mk. 3 "Pike" IRGB (Infra Red Guided Bomb) drop tanks (i.e. an expendable [and often jettisonable] external fuel tank for long-range flights), an 11K capacity internal fuel tank, a laser guidance system, a retractable titanium alloy front and rear landing gear (with rotating struts), removable engine cover, removable bottom tail, removable hydraulic hatch, a tinted blast-proof tilt-back canopy, and front-mounted twin "double blast" 25mm cannons. The Conquest X-30 was an interesting addition to the Joe team, and a markedly different aircraft than the Combat Jet Skystriker XP-14F (1983).

It is well known in collector's circles that the G.I. Joe Conquest X-30 was based on the real-world designs of the Grumman X-29 (ca. 1984), an experimental aircraft (a USAF X-Plane [see Cobra Terror Drome Firebat, 1986]) loaded with new technology.

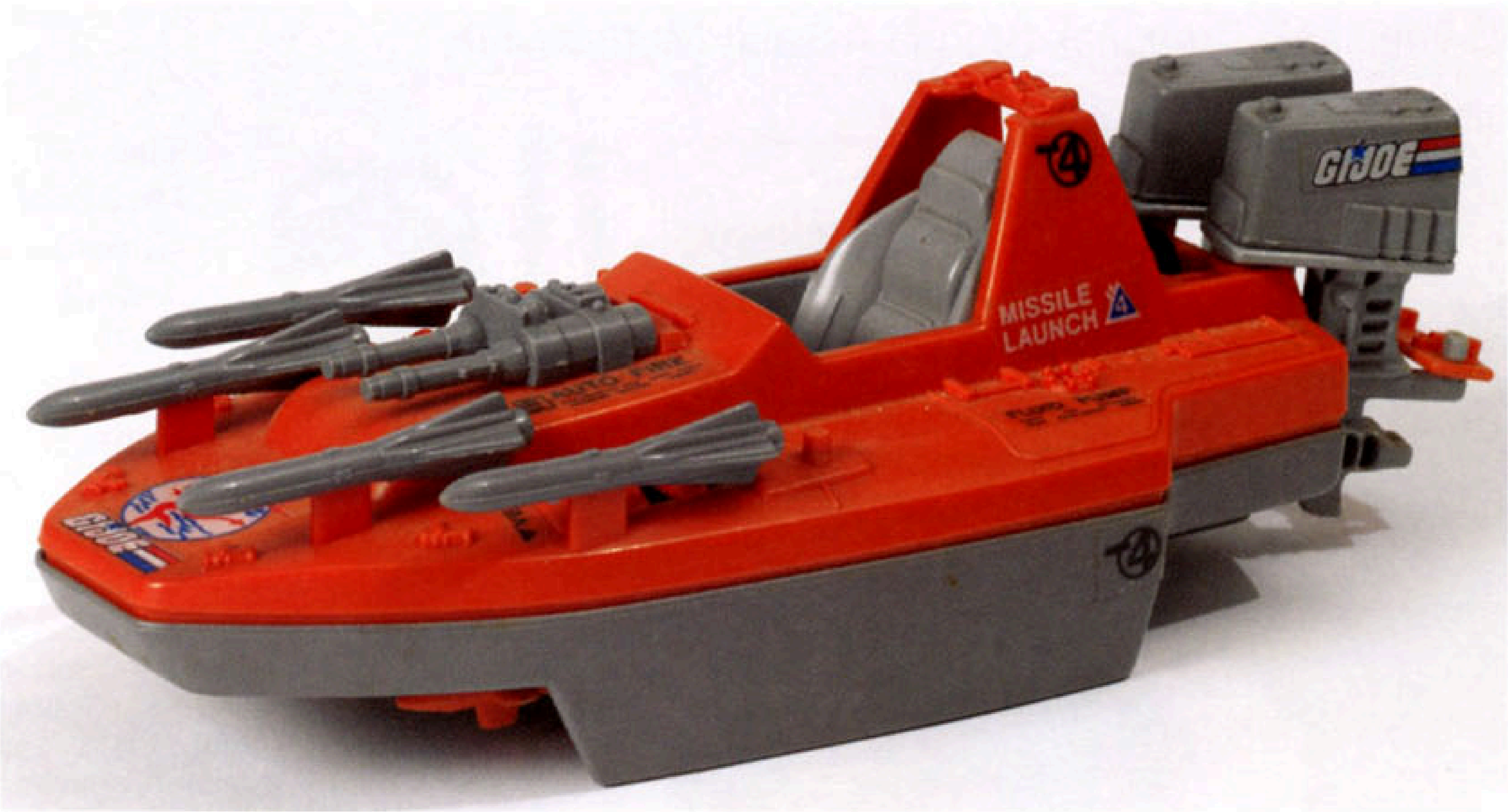
The Conquest's easily lost pieces include its two small wings, two large wings, four sparrow missiles, two drop tanks, underside tail panel, and hydraulic cover.

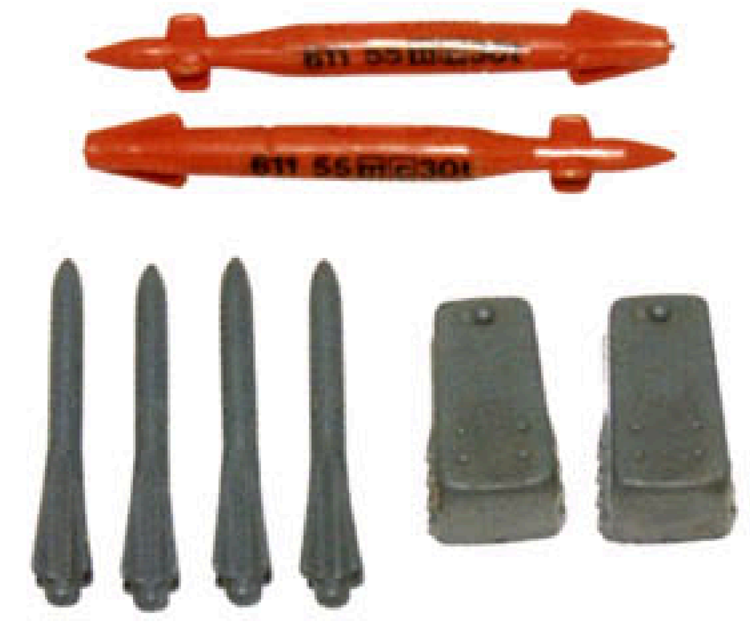
MISB: **$275-325**, MIB: **$50-55,** MLC: **$25-35**

The conquest X-30's easily lost pieces.



DEVILFISH





The Devilfish's easily lost pieces.

G.I. Joe's Devilfish is a one-man attack boat (yet it carries three figures) that, with its high-speed capability and slew of weapons, provides the G.I. Joe Team with an excellent small sea-craft to battle Cobra Command. The ship comes complete with a hydro-dynamically shaped "Riverine" hull, twin 110hp "Assault" water-jet motors, twin 20mm mk. 12 "Repeater" cannons, two (2) water guided Mk. 8 "Captor" torpedoes, four (4) laser-guided "Sea Phoenix" missiles, two (2) epoxy/armor reinforced engine covers, and the ship glides on two carbon fiber reinforced stabilizing sponsons. Two added features on the toy: the Devilfish's engine mount pivots and rotates, and the ship actually floats on water.

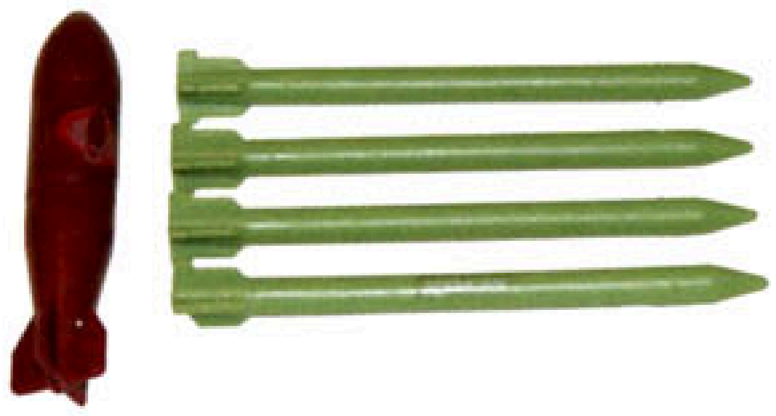
The Devilfish's easily lost pieces include four missiles, two torpedoes, and two engine covers. The two small black engine kick-up hoses (in the full vehicle image) are sometimes missing on loose samples as well.

MISB: **$75-90**, MIB: **$18-22**, MLC: **$14-16**

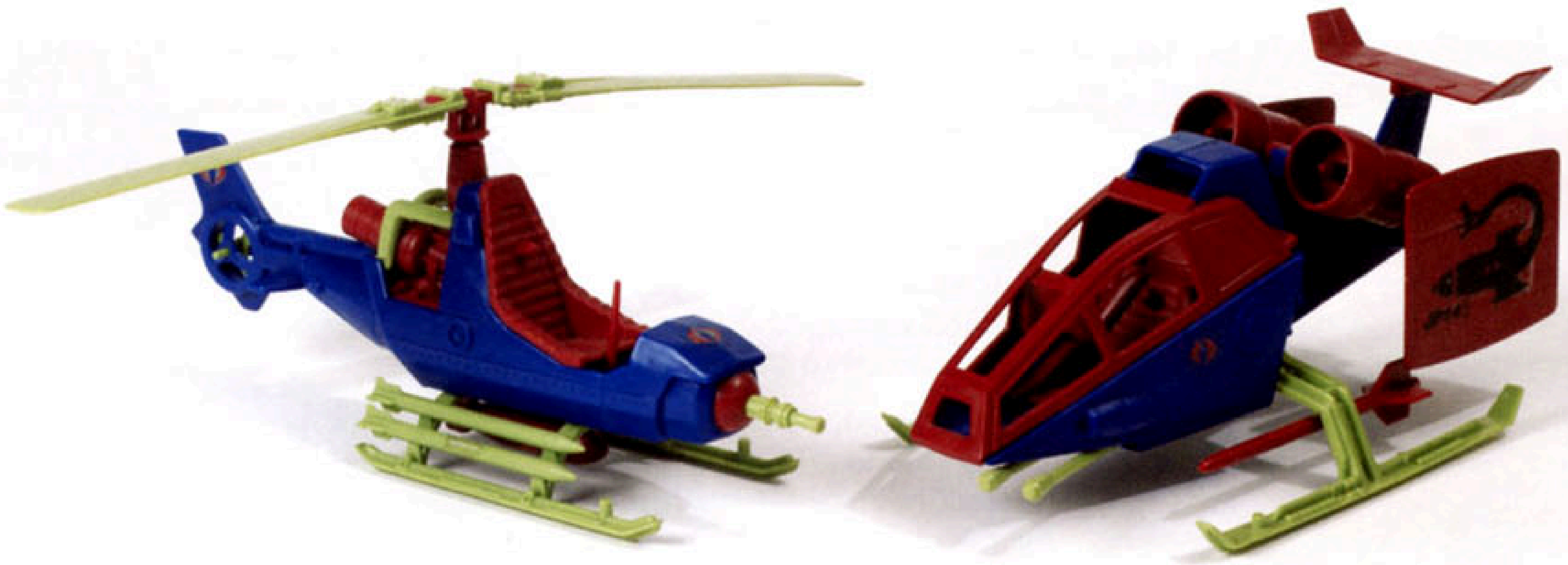
DREADNOK AIR ASSAULT

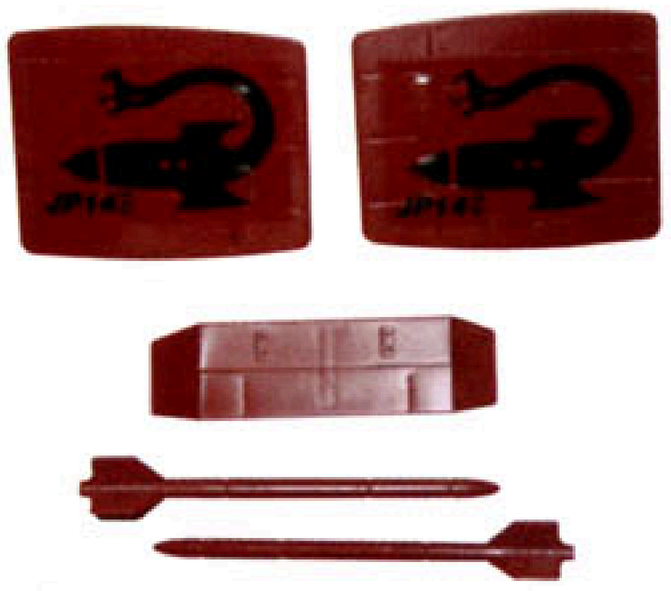
(Dreadnok Air Assault VTOL Copter & Dreadnok Air Assault Gyro Copter)

Sears Exclusive



The Dreadnok Air Assault Gyro Copter's easily lost pieces.





The Dreadnok Air Assault VTOL Copter's easily lost pieces.

Similar to the other Sears catalog exclusives--Cobra Missile Command Headquarters (1982), Dreadnok Ground Assault set (1986), C.A.T. (Motorized Crimson Attack Tank, 1985), and S.M.S. (Cobra's Sentry and Missile System, 1985)--the Dreadnok Air Assault is very expensive and hard-to-find in any condition, with MISB and MIB specimens being quite difficult to acquire, especially in high-grade sealed boxes (C-9/C-9+).

The two vehicles included in the Dreadnok Air Assault set are simply two re-cast and re-decoed toys from earlier in the G.I. Joe line—the Dreadnok Air Assault VTOL Copter was the Sky Hawk (1984), while the Dreadnok Air Assault Gyro Copter used the mold of the Cobra F.A.N.G. (1983). As with Zartan (1984), Zandar (1986), Zarana (1986), the (Swamp Skier) Chameleon (1984), and the Dreadnok Swampfire (1986), both vehicles included in the Dreadnok Air Assault set also feature parts with color-change capabilities; these vehicles' parts are photochromic--meaning they have "light adjusting" parts that darken when exposed to sunlight (via ultraviolet rays).

The Dreadnok Air Assault VTOL Copter has the same exact technical specifications as the G.I. Joe Sky Hawk (1984), with the following action features: VTOL Copter engines that rotate 90° from horizontal to vertical, two (2) removable photochromic "Sidewinder" rockets, photochromic skids, an opening canopy, and a pivoting twin 20mm cannon assembly. The Dreadnok Air Assault Gyro Copter's specifications match those of the Cobra F.A.N.G. (1983): a 30mm photochromic swivel cannon, realistic engine detail, movable main and tail rotors, photochromic skids, rotor blades, roll bar, nose gun barrel and tail rotor, 4 removable rockets, and a removable negator bomb.

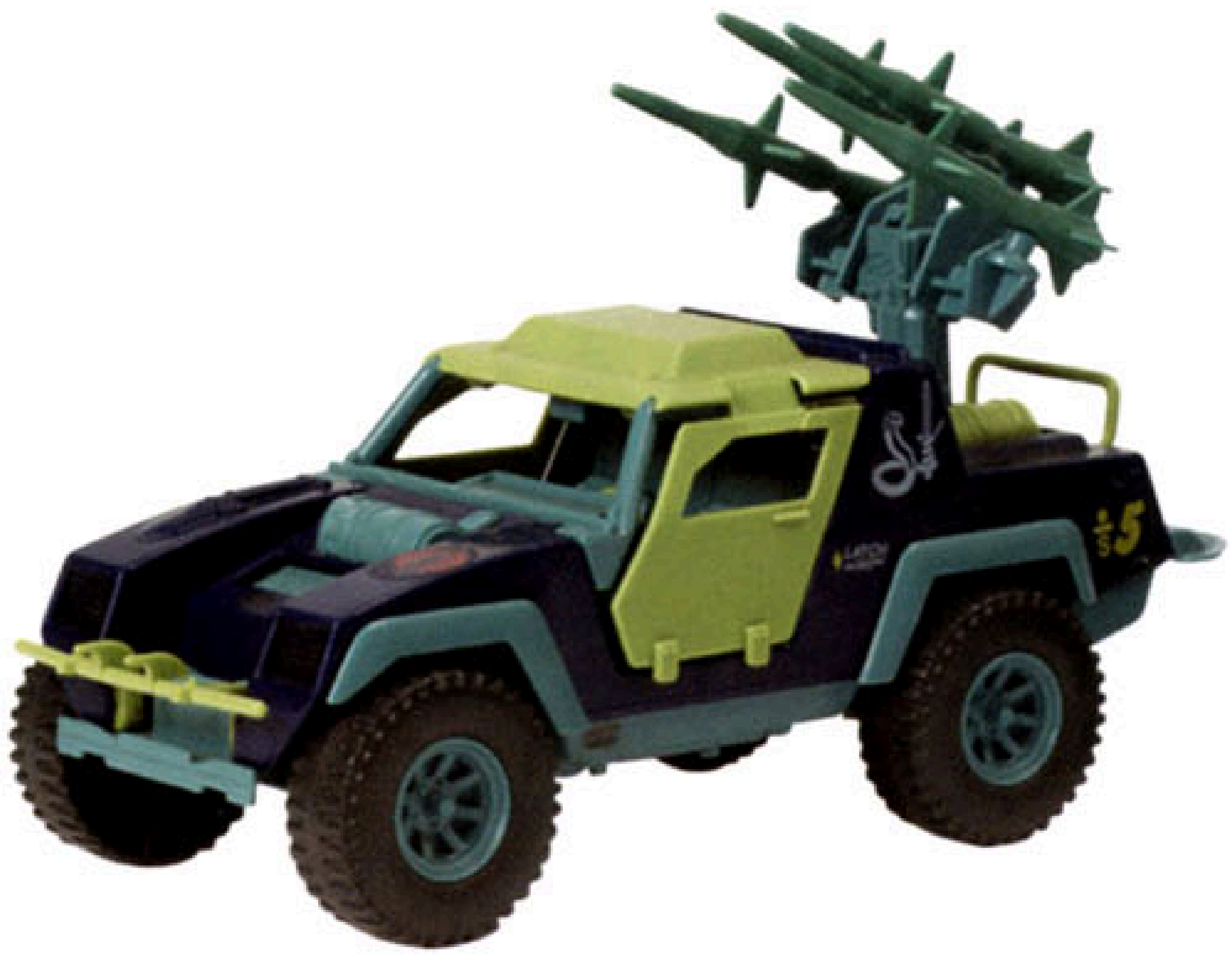
The Dreadnok Air Assault vehicles share the same easily lost parts as the Sky Hawk and Cobra F.A.N.G.: the VTOL Copter's easily lost pieces are two (2) rockets, a horizontal stabilizing fin (as it did not "snap" into place—it rested on the tail of the VTOL Copter), and two (2) side planes; the Gyro Copter's easily lost pieces are four (4) missiles, one bomb, and the rollbar.

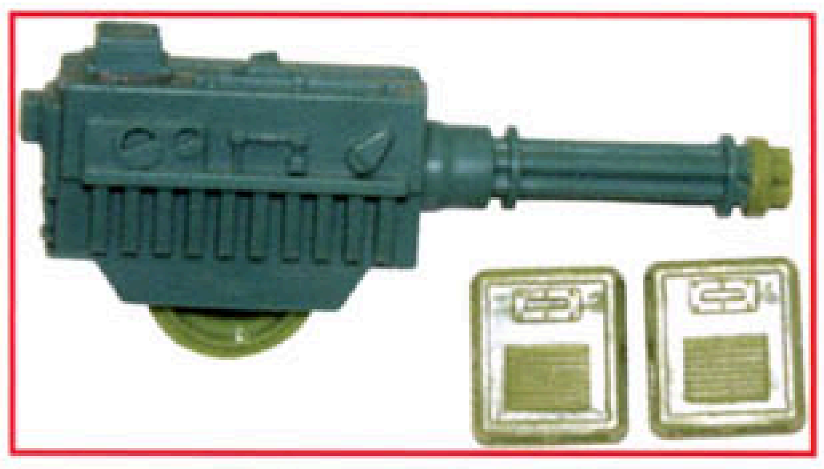
MISB: **$850-1000+**, MIB: **$240-280+,** MLC: (as a set) **$145-185+** (each vehicle = approx. **$65-90)**

DREADNOK GROUND ASSAULT

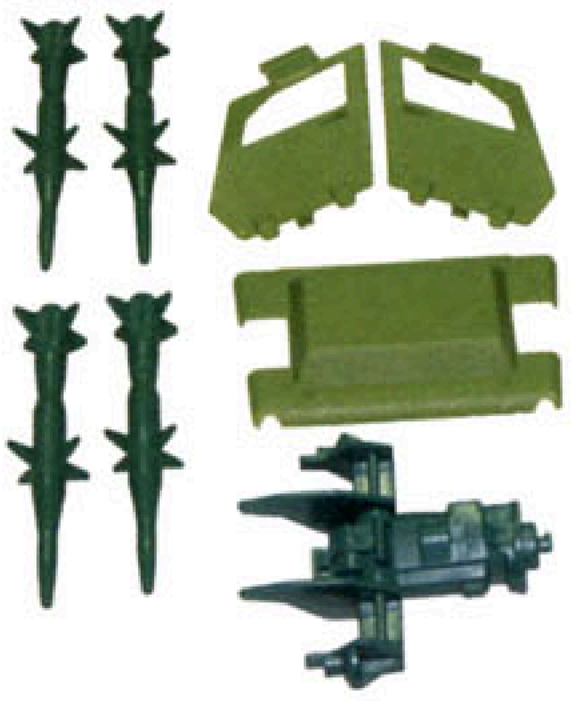
(Dreadnok Ground Assault 4WD Vehicle & Dreadnok Ground Assault Motorcycle)

Sears Exclusive

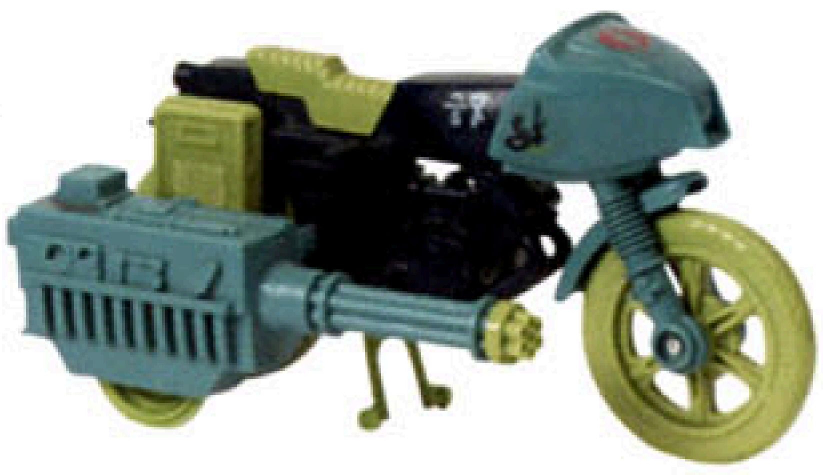




The Dreadnok Ground Assault Motorcycle's easily lost pieces.



The Dreadnok Ground Assault 4WD Vehicle's easily lost pieces.



The Dreadnok Ground Assault set is similar to the C.A.T. (Motorized Crimson Attack Tank, 1985), the S.M.S. (Cobra's Sentry and Missile System, 1985), and the Sears Cobra Missile Command Headquarters (1982): all three sets are quite expensive and hard-to-find, with MISB and MIB specimens being quite difficult to acquire, especially in high-grade (C-9/C-9+) sealed boxes.

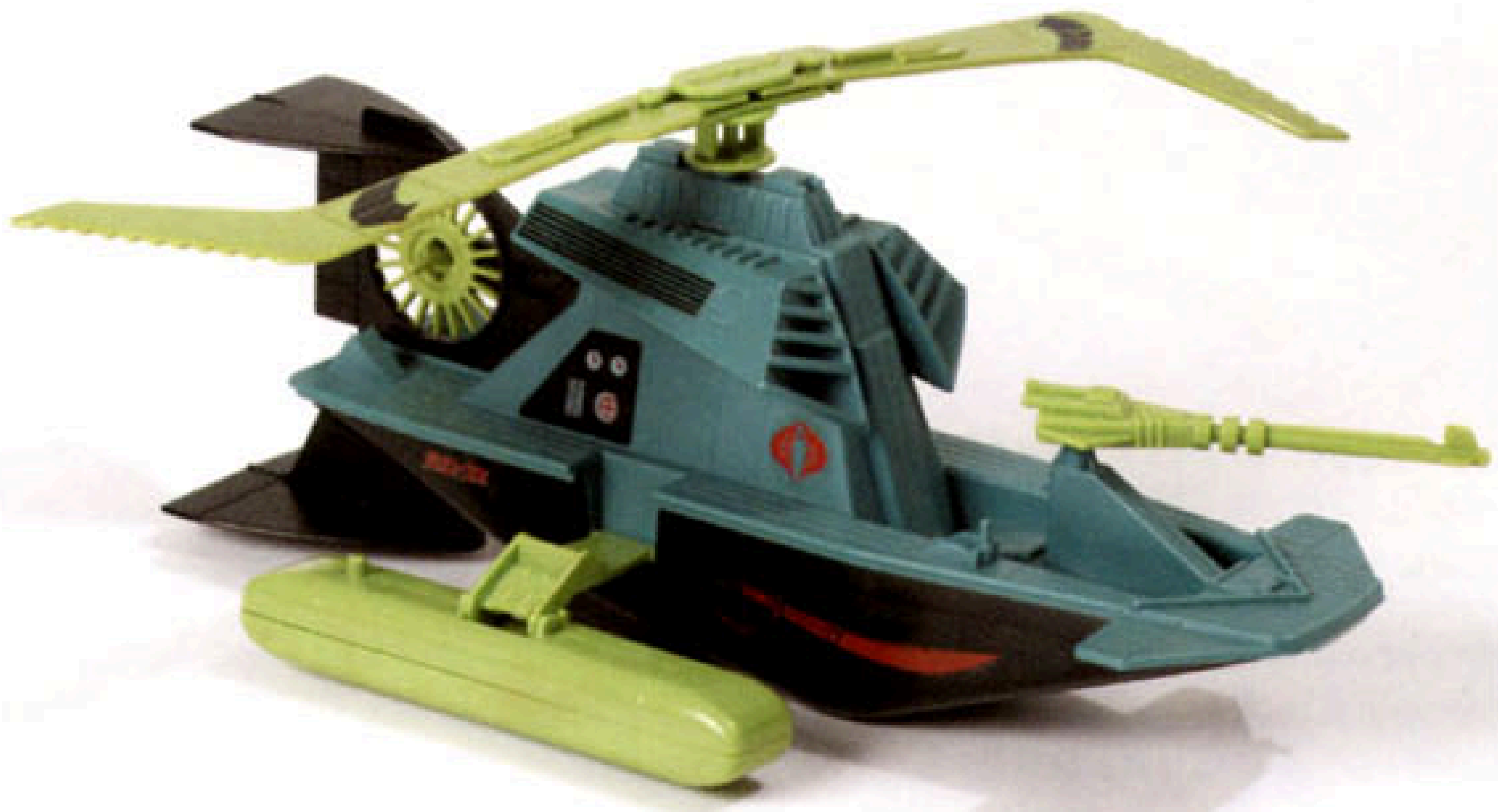
The two toys included in the Dreadnok Ground Assault set are two re-cast and re-decoded vehicles from toys produced earlier in the G.I. Joe line—the Dreadnok Ground Assault 4WD Vehicle used the mold of the Cobra Stinger Night Attack 4WD (1985), while the Dreadnok Ground Assault Motorcycle was the G.I. Joe RAM (Rapid Fire Motorcycle, 1982). As with Zartan (1984), Zandar (1986), Zarana (1986), the Dreadnok Air Assault set (1986), the Dreadnok Swampfire (1986), and the (Swamp Skier) Chameleon (1984), both of the vehicles included with the Dreadnok Ground Assault set featured parts with color-change capabilities; these vehicles' parts are photochromic--molded in a special plastic which has "light adjusting" parts that darken when exposed to sunlight (via ultraviolet rays).

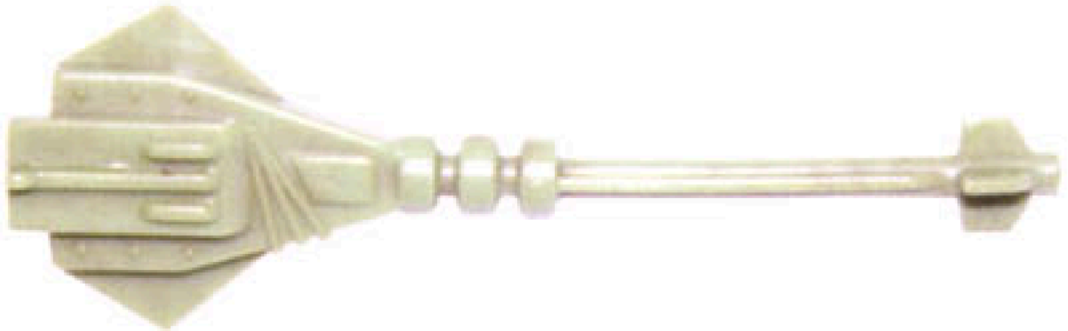
The Dreadnok Ground Assault 4WD Vehicle has the same exact technical specifications as the Cobra Stinger Night Attack 4WD (1985), with the following action features: 4 removable ground-to-air rockets, gull-wing photochromic doors, removable photochromic roof panel, photochromic rear deck panels, free rolling wheels, and a rocket launcher that elevates and rotates 360°. The Dreadnok Ground Assault Motorcycle mimics the specifications of the G.I. Joe RAM (1982): detachable photochromic saddle bags, photochromic seat, kickstand, and side car wheel, a 20mm side cannon, detailed cannon controls, realistic engine detail, and a movable front fork.

The Dreadnok Ground Assault vehicles share the same easily lost parts as the Cobra Stinger Night Attack 4WD Vehicle and G.I. Joe RAM: the Dreadnok Ground Assault 4WD's easily lost pieces include four (4) rockets, roof cover, two (2) doors, steering wheel, and rocket launcher; the Dreadnok Ground Assault Motorcycle's easily lost pieces include two "saddlepaks" (labeled #1 and #2), the kickstand, and the sidecar.

MISB: **$900-1150+**, MIB: **$250-300,** MLC: (as a set) **$150-200** (RAM = **$55-70;** 4WD = **$85-125)**

DREADNOK SWAMPFIRE





The Dreadnok Swampfire's easily lost piece.

As with Zartan (1984), Zandar (1986), Zarana (1986), the Dreadnok Air Assault set (1986), the Dreadnok Ground Assault Set (1986), and the (Swamp Skier) Chameleon (1984), the Dreadnok Swampfire featured parts with color-change capabilities; the vehicle's parts are photochromic--molded in a special plastic that has "light adjusting" parts that darken when exposed to sunlight (via ultraviolet rays).

The Dreadnok Swampfire is remarkable for possessing two different vehicle modes: 1) Helicopter Mode, which is described in the vehicle's instructions as follows: "Insert rotor blade under rotor head and place hole over post. Slide blade toward rotor head and snap into place. Repeat with second rotor blade. Snap post on rotor into hole in engine compartment," and 2) Heliboat Mode, illustrated within the instructions as well: "Slide blades out from under rotor head, point both blades toward rear of boat, and snap into place."

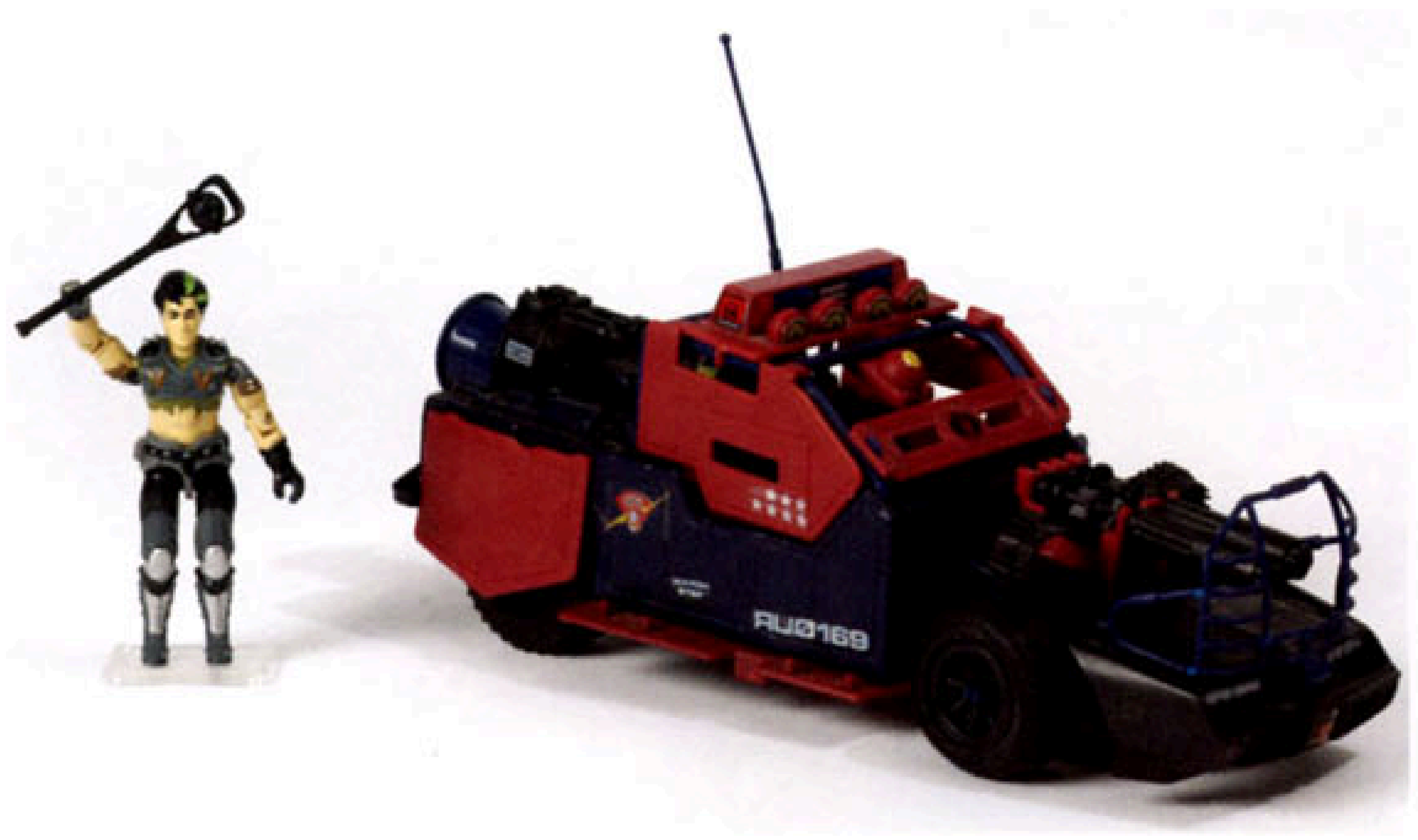
The Dreadnok Swampfire has many action features: a "Swampsmooth" reinforced carbon-mesh hull, two (2) flight intakes ("Breathers" air induction intake covers), two (2) spinning positionable rotor/propeller blades ("Razor Blade" retractable boron-fiber rotors), a spinning titanium fin rear directional rotor, a "Sinker" 25mm auto-load repeating cannon (photochromic gun), hydraulic-operated gas-dampened pontoon arms linked to two (2) aluminum super-sealed gas-filled pontoons, and a ring of "junked-floor" top-mounted personnel platforms to allow the ship to transport a few extra Dreadnoks, apart from the pilot/driver.

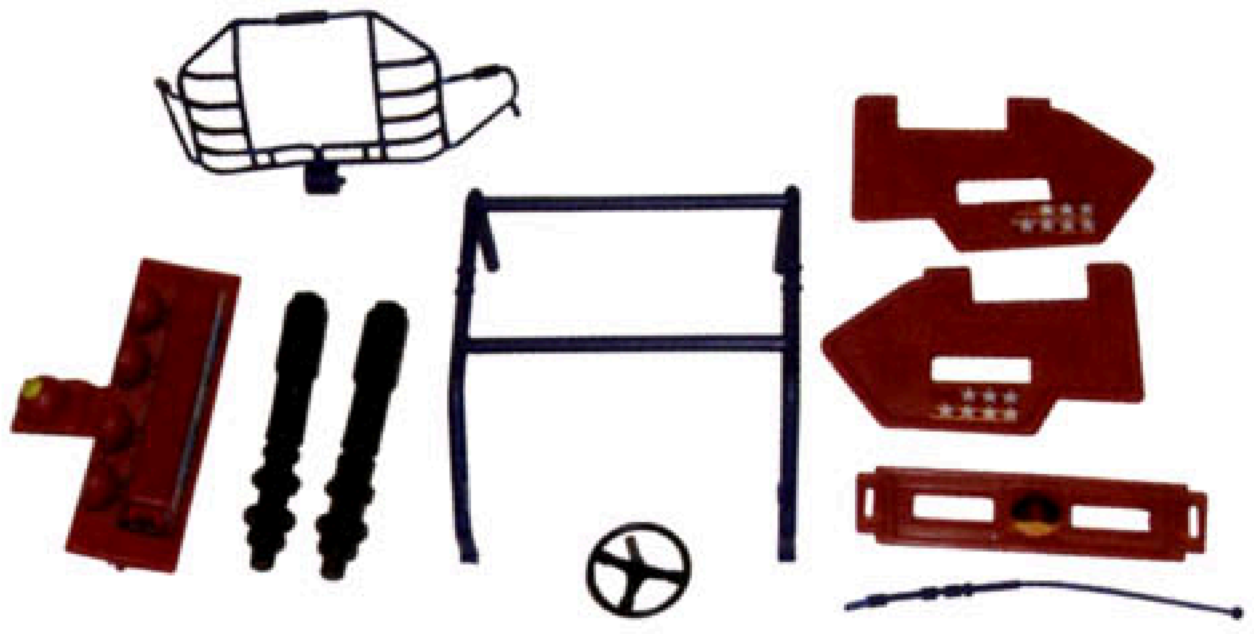
The easily lost/broken pieces for the Dreadnok Swampfire include its main cannon, and the entire rotor assembly which should be treated with care; both rotor blades & their mounting pin.

MISB: **$110-145**, MIB: **$18-25,** MLC: **$13-20**

DREADNOK THUNDER MACHINE

(Includes: Thrasher figure)





The Dreadnok Thunder Machine's easily lost pieces.

The Dreadnok Thunder Machine toy was designed and built by Hasbro's Lead Designer Ron Rudat, based on the apocalyptic Mad Max movies starring Mel Gibson.

The Thunder Machine was one of the most impressively-constructed vehicles in the G.I. Joe universe, for it uses the nose of a 1978 Firebird Trans-Am (a "junked" race car front end), two (2) 205/50-VR15 racing tires in the front, two (2) 225/60-HR15 off-road tires on the rear, is propelled by a jet engine (a "Knock-Dead" 21K thrust lb. turbojet), the base of the vehicle was built on a military truck chassis, has removable armor-plated side panels (note the seven stars dotting the right panel: it has destroyed seven G.I. Joe vehicles), two (2) opening doors/personnel protection side armor shields, two (2) removable hand-laid and carbon/graphite tire shields. Furthermore, Rudat added a reinforced tubular forward protection roll-cage and two (2) dual-synchronized "Penetrator" Gatling cannons (with a "Fast Fire" woven alloy ammo belt) to complete the desired effect. As an added bonus, the toy had room for a driver, a passenger, and eight Dreadnoks/Cobra troopers who could stand on the running boards (two station lateral personnel platform).

The Thunder Machine is an immensely popular vehicle on the secondary market, and collectors are always on the lookout for MISB, MIB, and mint, loose, complete samples.

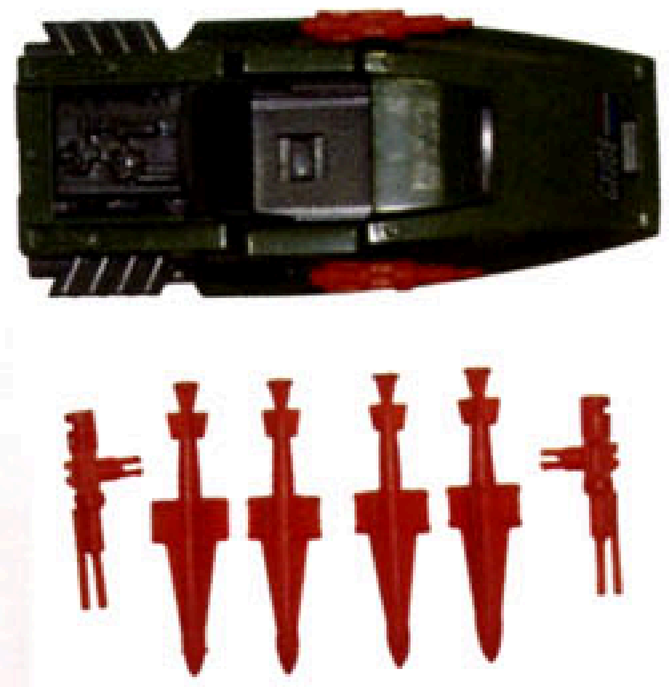
Easily lost pieces for the Thunder Machine include the lights, right door, left door, windshield, antenna, roll bar, steering wheel, two machine guns, and roll cage.

MISB: **$325-375+**, MIB: **$40-48,** MLC: **$20-28**

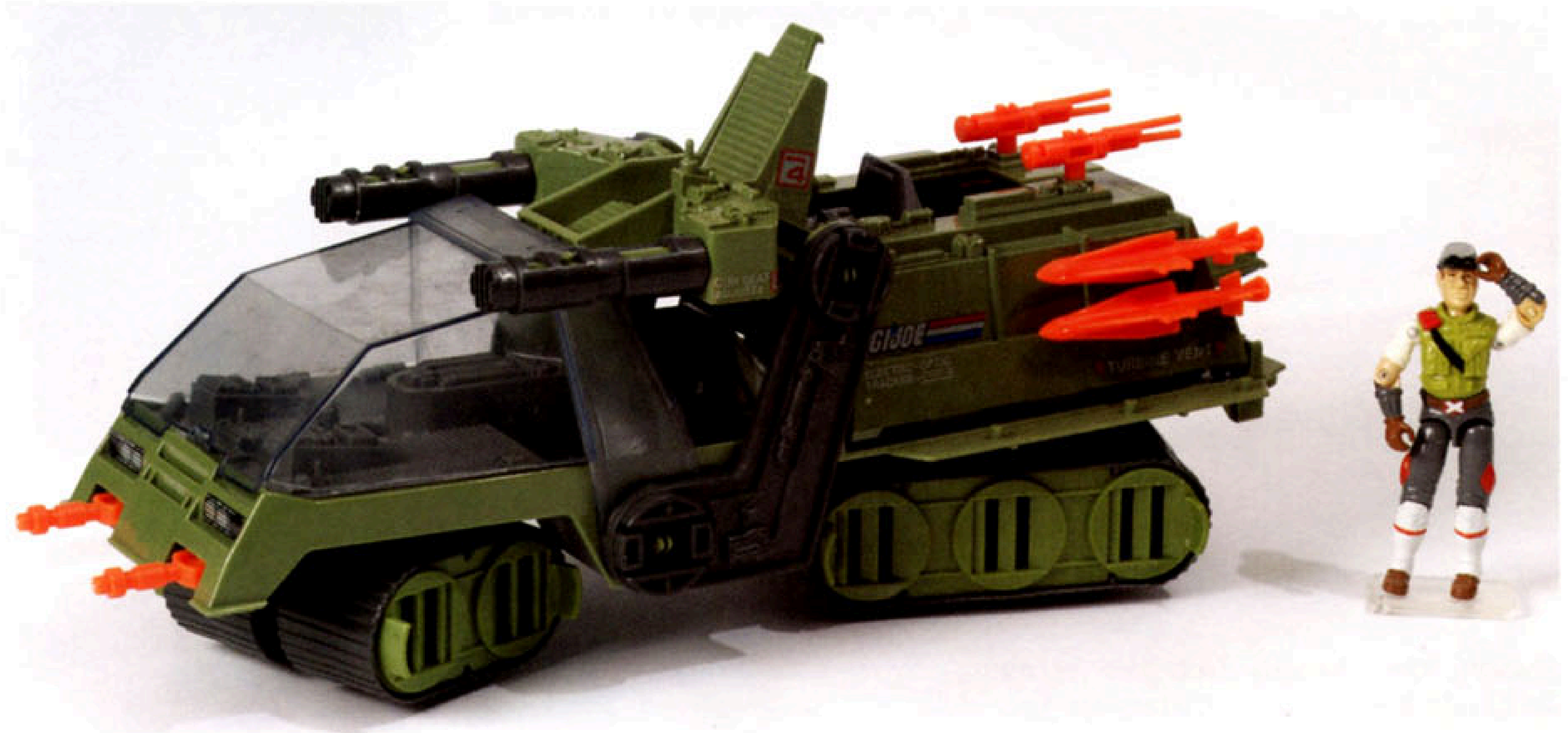
H.A.V.O.C.

(Heavy Articulated Vehicle Ordnance Carrier)

(Includes: Cross-Country figure)



The H.A.V.O.C.'s easily lost pieces.



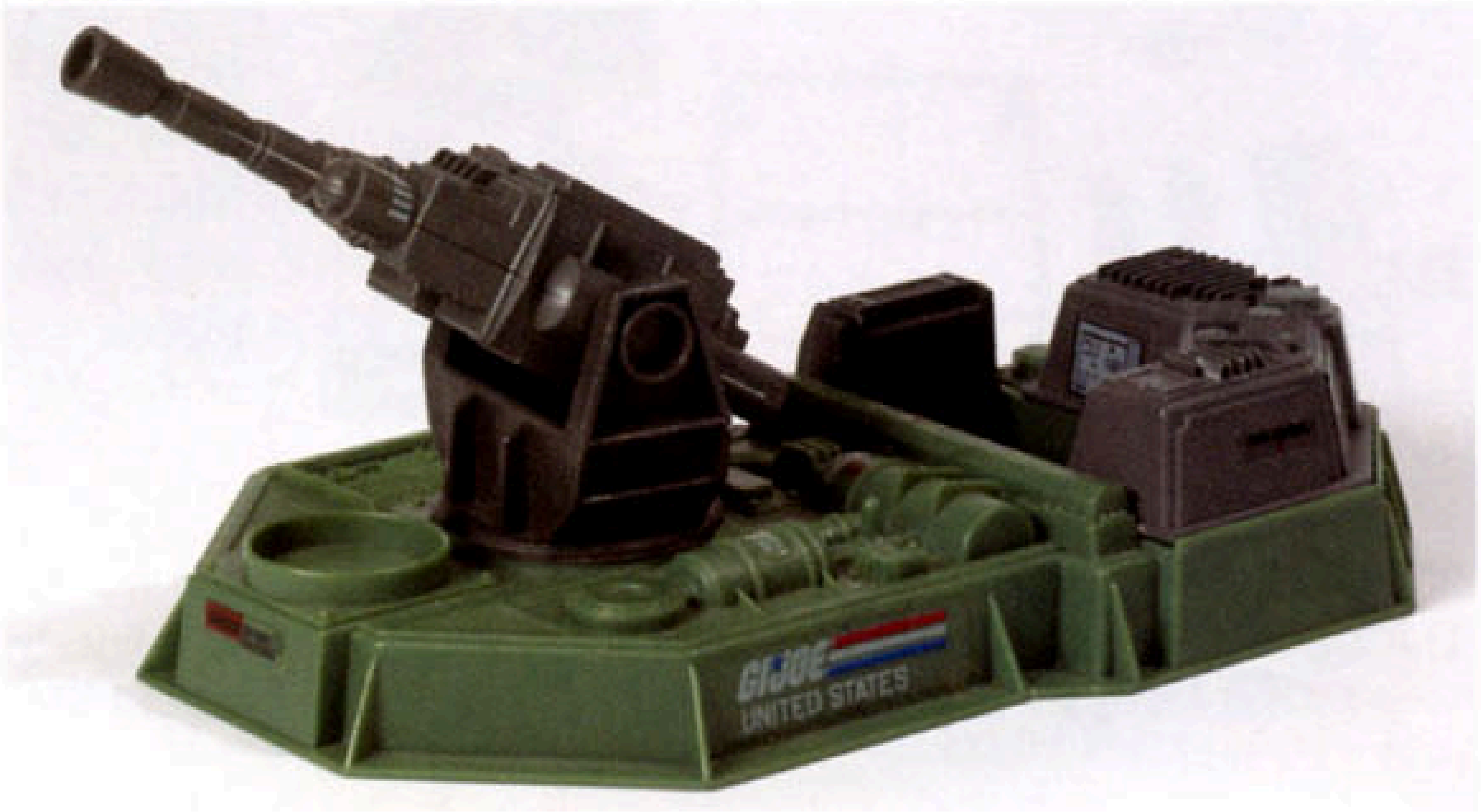
The H.A.V.O.C. was a unique tracked vehicle for the Joes, "…a roving vehicular fortress is an extremely versatile machine with pivoting dual track system for the toughest terrain!" (from the package back). With the following action features, the H.A.V.O.C. is a formidable force: an impact-resistant tilt-back canopy that opens for driver access, four (4) non-clogging rotating epoxy armor tracks (with two sets of track covers--two [2] for the rear, and two [2] for the front), a positionable mid-gunnery post (featuring "Leveler" dual recoilless 75mm cannons, with a "Soft Rock" recoil compensation adjustment lifter), a fan-propelled reconnaissance craft (with a "Blower" 110hp direct drive engine/transaxle and two [2] 7.62mm computer synchronized machine guns)--a craft that is removable for advanced scouting, a hinged missile door (armor plated spaceframe hover shroud) that has (2) pivoting "Repeater" 9mm auto load machine guns (which opens to reveal the recon craft), a mount/base for the craft that is described as a reinforced hover storage/lift-off pad, four (4) removable "Lancer" bi-pulse guidance missiles, a 9-liter, 900hp twin turbo diesel engine, and plenty of room for the vehicle to transport up to 12 G.I. Joe action figures on its track sill battle platforms.

Easily lost pieces for the H.A.V.O.C. includes four (4) missiles, two (2) small cannons, the reconnaissance craft, and four track covers.

MISB: **$295-375**, MIB: **$40-55,** MLC: **$15-28**

L.A.W.

(Laser Artillery Weapon [Battle Station])

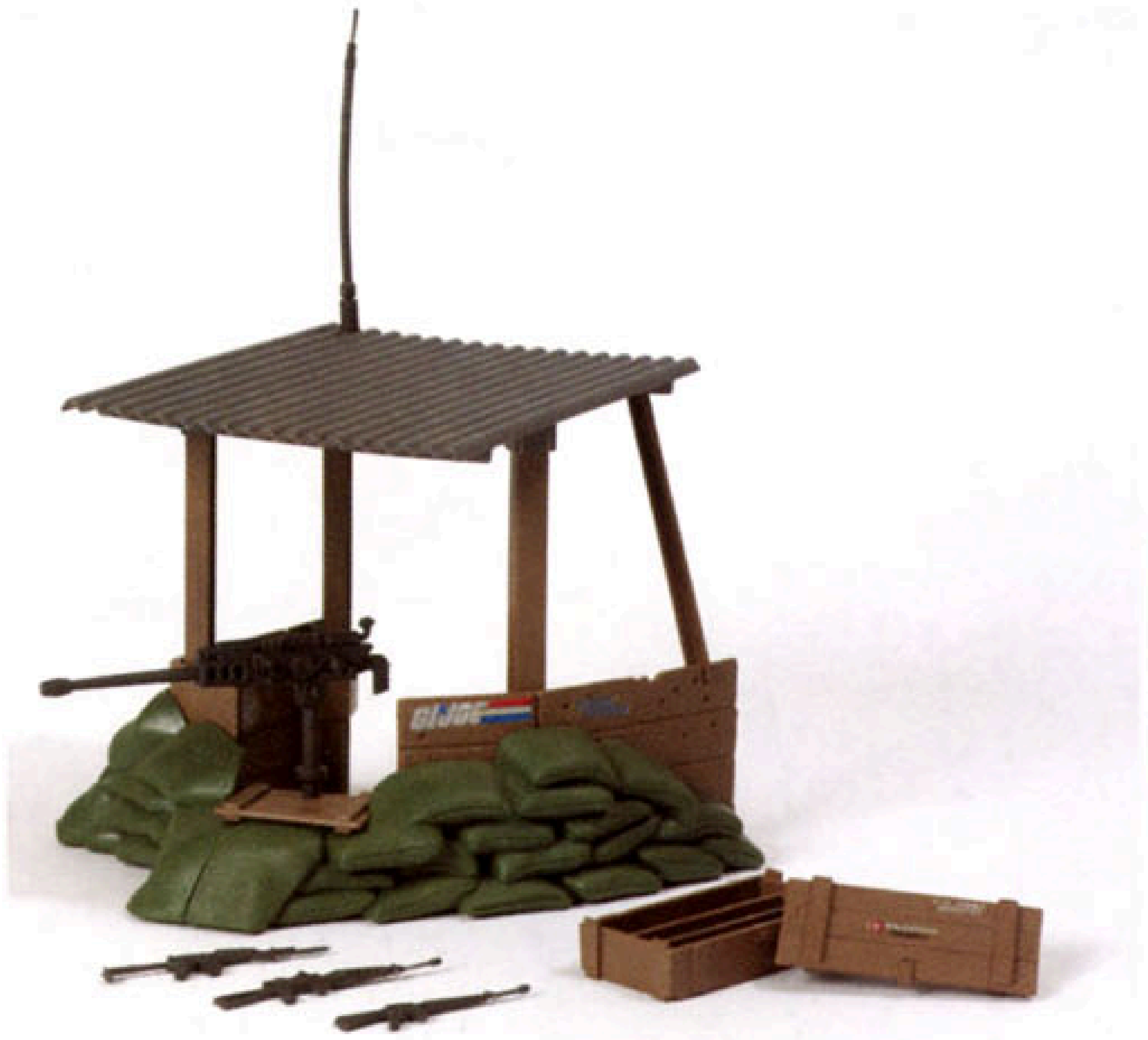


One of the most simple of all G.I. Joe action figure accessories, the L.A.W. (Laser Artillery Weapon) battle station provides the Joe Team a burst of added firepower. Its main cannon is a variable energy/unidirectional "Infinity" laser that moves and pivots on its turret rotation/elevational drive unit, a command seat, while the battle station also features a computer console with digital data transfer computer, an "ICU" thermal imaging optical sensor, a magnetic array detection display, an "Omega" target acquisition multiplexer, and a "Heatwave" infrared detection sensor. The L.A.W.'s entire base acts as a cooling/target acquisition/surveillance system for the "Infinity" laser-weapon. Collectors should note that there weren't any easily lost parts for this playset.

MISB: **$35-50**, MIB: **$10-15,** MLC: **$5**

OUTPOST DEFENDER

(Battle Station)



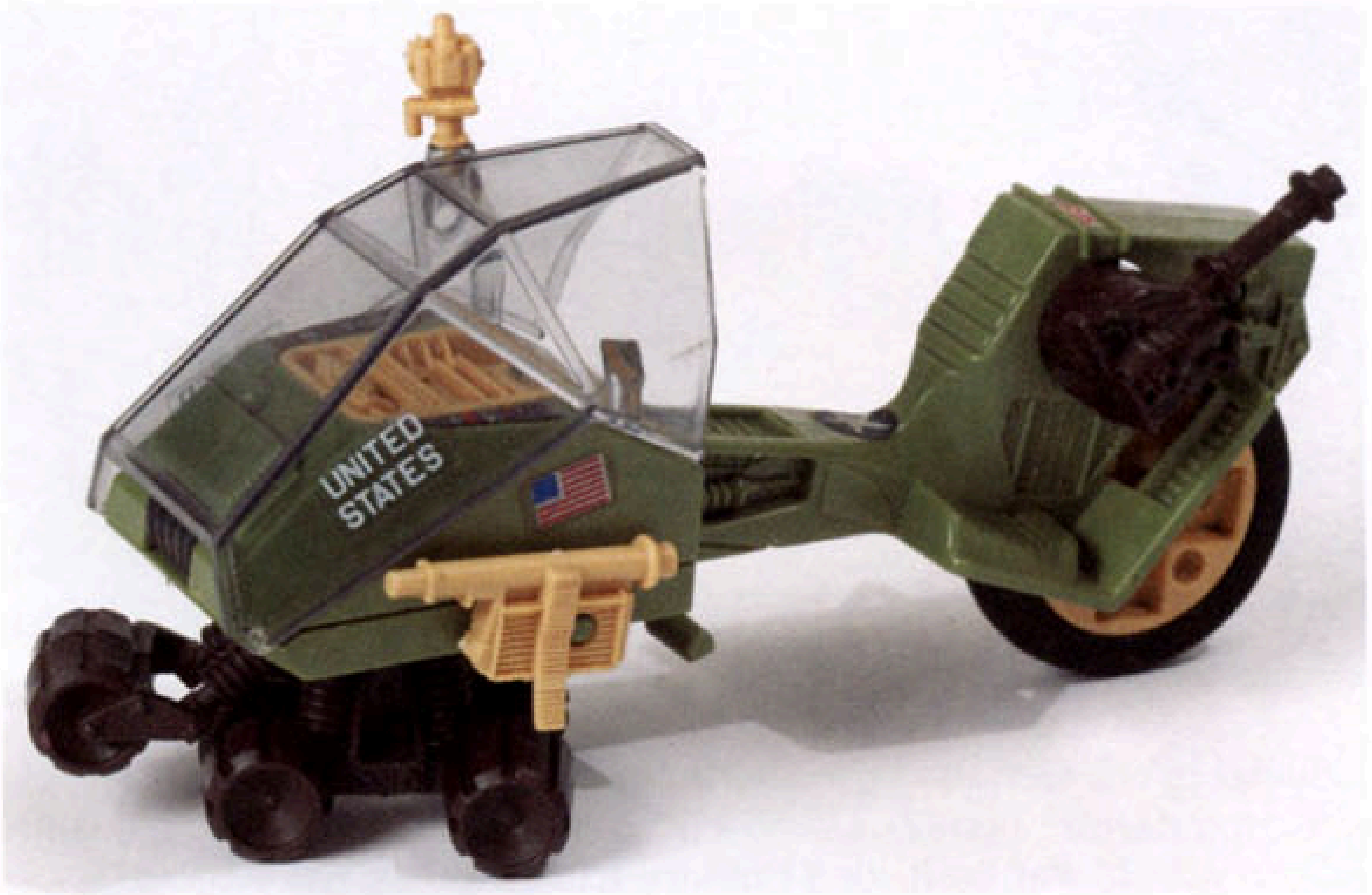
Another fantastic battle station, the Outpost Defender is an inexpensive playset for collectors to purchase on the secondary market. The Outpost Defender is a well-constructed battle station with the following specifications: an ammunition crate for "armor piercing shells" (says the instructions), but the box actually contains the following rifles: Airborne's (1983) XM-16 Assault Rifle, The Enemy's (Cobra [Soldier's], 1982) Dragunov SVD Sniper's Rifle, Grunt's (1982) M-16 rifle (all molded in a lighter gray color than the original weapons), an ammunition crate lid, four posts (three large posts, and one small retaining post), a 4x4 wooden barricade, a long range graphite antenna, a corrugated construction steel roof, and a 14.7mm NX air-cooled heavy machine gun with a 45.5 inch carbon barrel (placed on an NX2-X single-point shock-absorbing mount).

Easily lost pieces for the Outpost Defender include the three (3) rifles, the crate, and the crate lid.

MISB: **$35-50**, MIB: **$12-15,** MLC: **$5**

L.C.V. RECON SLED

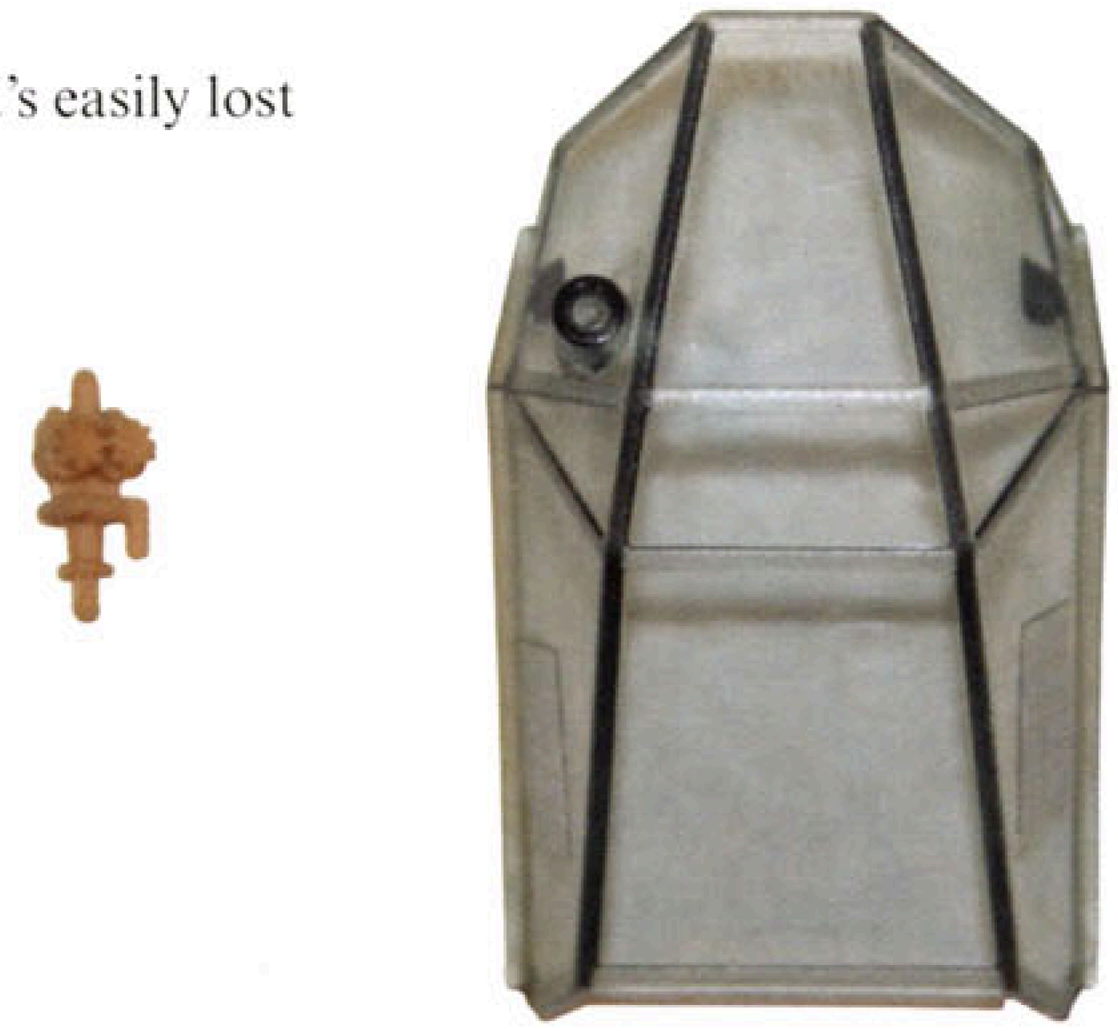
(Low Crawl Vehicle)

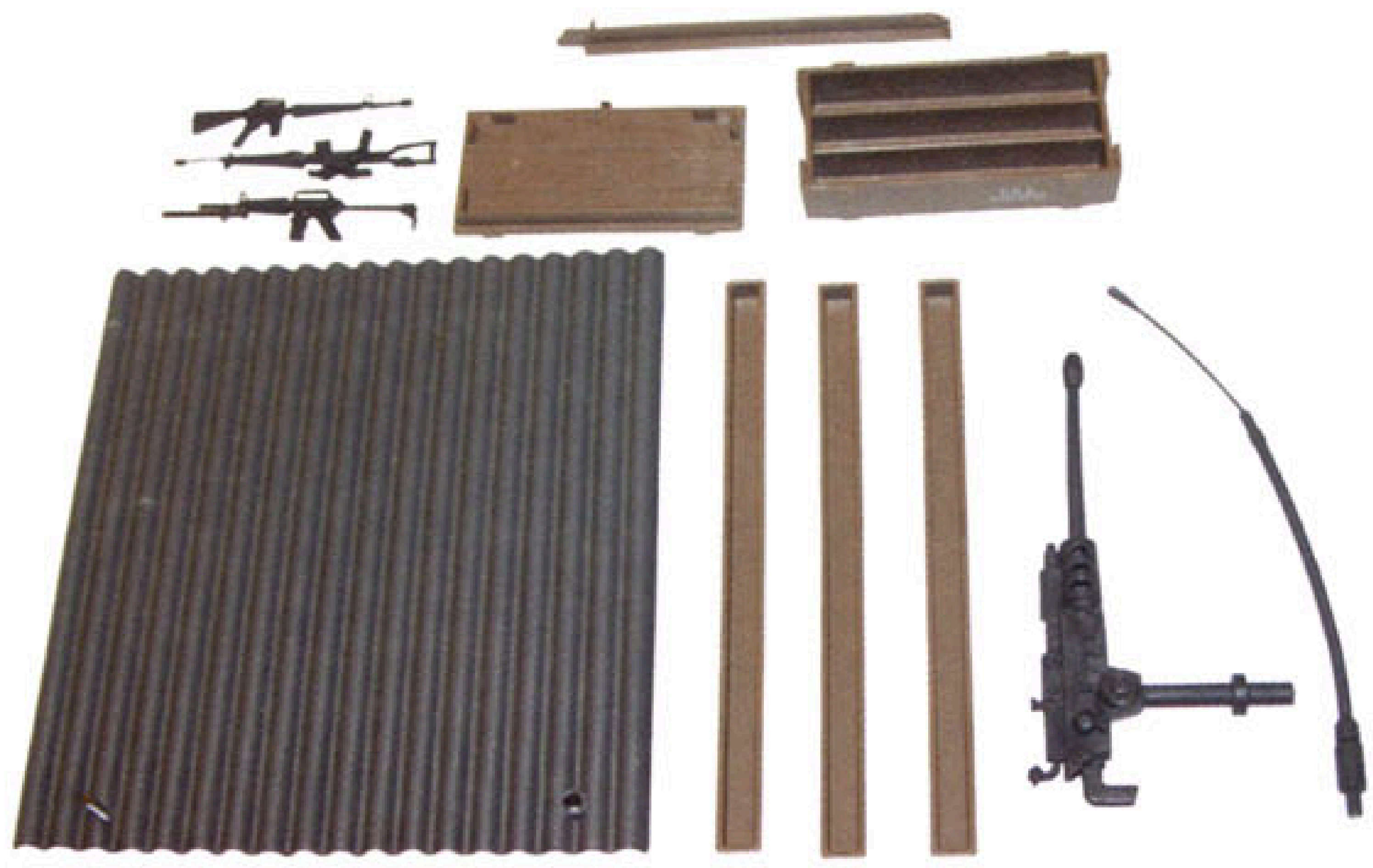


The L.C.V. (Low Crawl Vehicle) Recon Sled was an odd-looking machine, and although it was undersized in comparison to other G.I. Joe vehicles, it still had a few delicate parts that collectors needed to be careful with (the plastic windshield, tan antenna ["periscope"], and the two side-mounted machine guns). The blueprints delineate that the L.C.V. possessed an epoxy-sleeved aluminum alloy 96hp engine, a side-mounted auto-load 9mm cannon, a 165/70hr-18 "Digger" off-road rear tire, sealed bearing traction rollers mounted on the vehicle's front, two (2) ultra-sensitive target acquisition scanners mounted on machine guns, and a "Deflector" bullet-proof windscreen--all mounted on an adjustable "Flex" titanium alloy chassis. Easily lost pieces included the plastic windshield and tan periscope.

MISB: **$35-50**, MIB: **$13-18,** MLC: **$5-8**

The L.C.V.'s easily lost pieces.



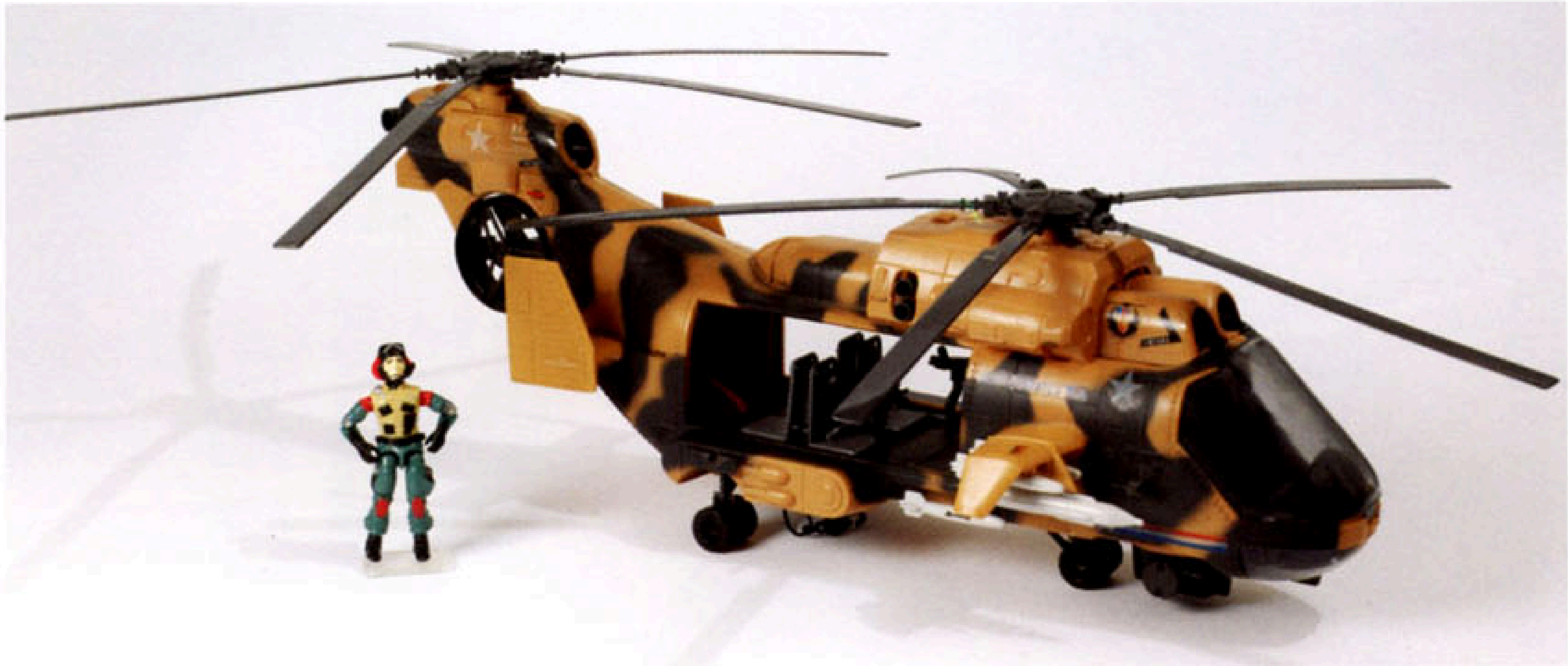


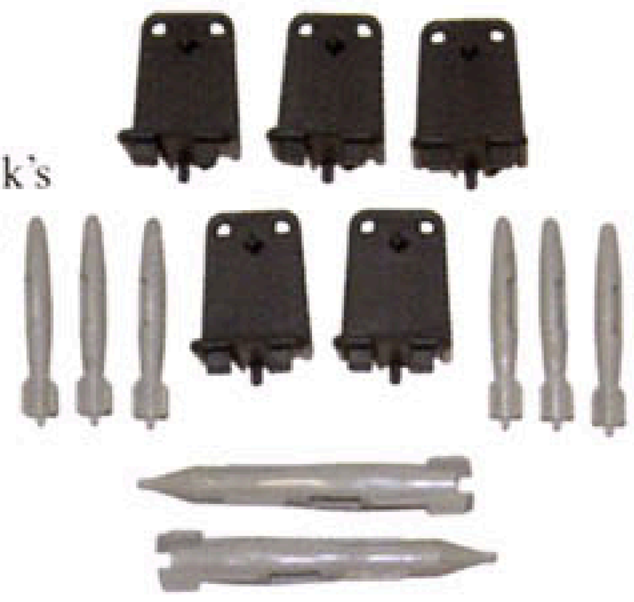
The Outpost Defender's easily lost pieces.

TOMAHAWK

(Includes: Lift-Ticket figure)

Close-up view of the interior seats in the Tomahawk.





The Tomahawk's easily lost pieces.

The Tomahawk is a very desirable toy in any condition, from mint, loose and complete ($) to MIB ($$) or MISB ($$$$) due to the vehicle's play value and authentic military design. Although it is not overly complicated to assemble, there are a few delicate parts and some great action features that are alluring to Joe aficionados.

The Tomahawk comes with a folding rear loading ramp, a working winch with rescue hook, five removable cabin seats that rest in a six-person capacity staging/storage area, noise reduction turbofan engines, free-rolling hydraulically-operated landing gear, a forward engine cover and right and left main engine covers (that protect UH-8N twin-turboshaft forward engines), left and right rear layered composite bulletproof engine covers (protecting an UH-6N heat/noise reduction turboshaft engine), spinning pivoting/stabilizing tail rotor, an opening windscreen (forward-hinge high-visibility canopy), two (2) epoxy rotor housings with five (5) propeller blades in each, two (2) moving cockpit control sticks, two (2) air-to-ground anti-obstacle missiles, six (6) external ordnance free-fall dumb bombs, a six-barreled XM-197 20mm cannon mounted on an electrically-driven TAT (Tactical Armament Turret), and two (2) laser-enhanced NVS (Night Vision System) 50 cal. machine guns.

As a final note, the G.I. Joe Team's Tomahawk (prototype code name: the T.H.U.G. transport helicopter) was based on the real-world designs of the Marine Corps' Boeing CH-46 Sea Knight and the Army's Boeing CH-47 Chinook (with appropriately-added heavy ordnance [artillery]).

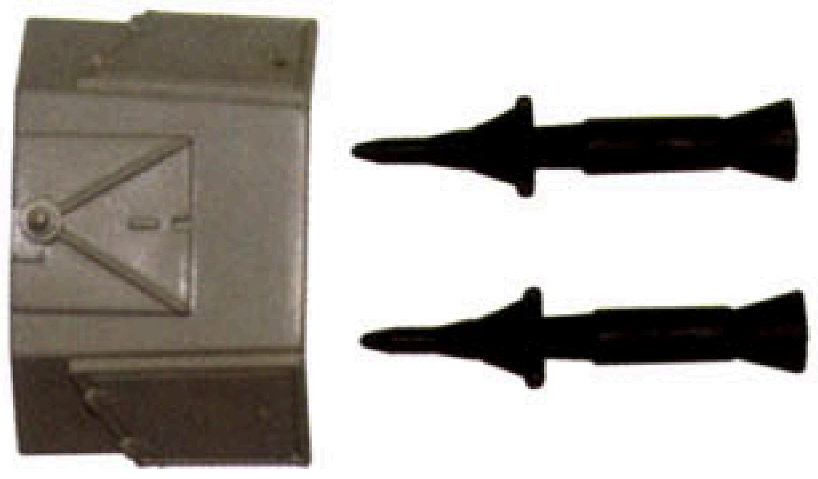
The Tomahawk's easily lost pieces include five (5) removable seats, two (2) large missiles, six (6) small dumb bombs, five (5) engine covers (see above), and two NVS machine guns.

MISB: **$525-650**, MIB: **$75-80,** MLC: **$42-58**

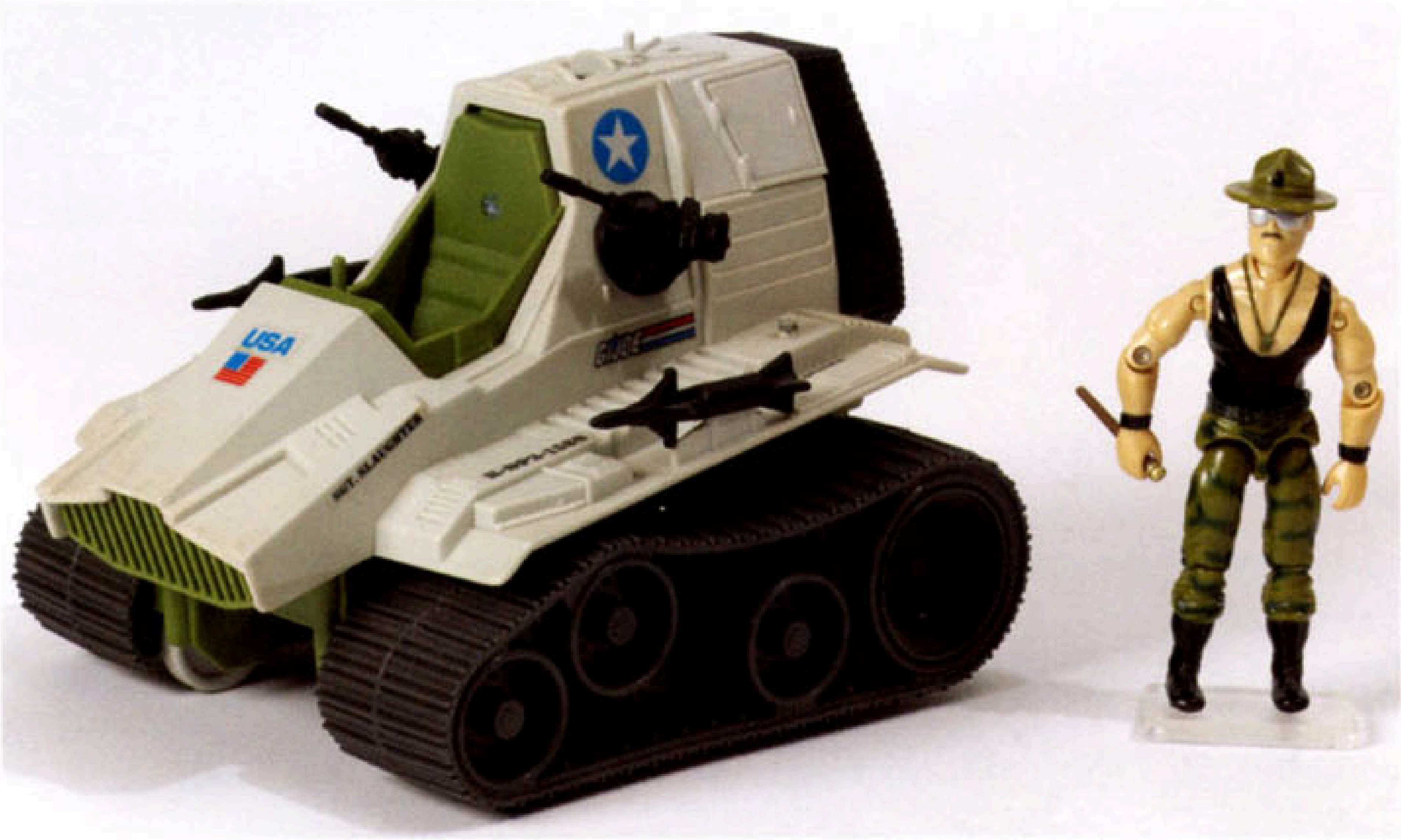
TRIPLE "T"

(Tag Team Terminator)

(Includes: Sgt. Slaughter figure)



The Triple "T's" easily lost pieces.



Sgt. Slaughter's Tag Team Terminator (Triple "T") is a common vehicle found loose in any Joe fan's collection, and does not command very high prices because of its lack of small parts and deficient aesthetic detail. The Triple "T" is the favored mode of transportation for Sgt. Slaughter (see 1985, 1986), for "The Sarge is a unique sort of heavy-duty honcho [who prefers riding] in his specially designed tracked tank" (from the package back). The vehicle's special features include the following: raked nylon micromesh armor (front), super-duty bonded titanium nylon micromesh armor (sides), a detailed AGT 950hp turbine engine with removable engine cover (specially hardened engine cover armor), a tow hook, two (2) power-operated turret-mounted 30mm cannons that pivot, free-rolling wheels underneath the faux-tracks, a "slaughter-sized" command seat and room for two (2) extra G.I. Joe figures on the Triple "T's" personnel transportation platform, a reinforced inter-mesh track propulsion system on double-bogey track supports, and two (2) removable MGM-79 (HEAT) High Explosive Anti-Tank missiles. The Tag Team Terminator's easily lost pieces include the engine cover and two missiles.

As a final note, there is a very rare version of the Triple "T" molded with a brighter white base and neon-orange colored highlights (guns, missiles, etc.) that was offered as a Hasbro Direct mail-away (see Triple "T", 1993).

MISB: **$135-185**, MIB: **$28-35,** MLC: **$10-14**

32
32
11K
6
56L
GI JOE
UNITED STATES
H5-EA-8VY
SURVIVAL
GI JOE

Series VI 1987

G.I. Joe's Sunbow animated adventures ceased in 1987, yet toy production was still strong with action figures, accessories, and vehicles based on the last Sunbow-produced G.I. Joe adventure: *G.I. Joe: The Movie* (premiering on April 18, 1987). Although the film is remembered fondly by casual fans and enthusiasts, many aficionados believe that this movie signaled the end of the G.I. Joe Team that they grew up with: Cobra Commander was written out of the cartoon (and the Marvel comic book), and the science-fantasy back story of Cobra-La (the techno-organic empire [see Golobulus, 1987]) was reviled by die-hards who didn't buy into the revisionist history and ret-conning put forth by Hasbro. The film and toy commercials began to branch out from purely military roots, experimenting within the realm of the fantastic with hypnotism, falconry, and a gaggle of ancient members of a bio-mechanical cult.

Fortunately, the quality of Hasbro's toy product did not suffer, as many of the figures and vehicles produced in Series VI would become some of the most popular of the twelve-year vintage run. In parallel with the film, G.I. Joe and Cobra vehicles and accessories moved from a military flavor toward colorful (again), science-fiction inspired designs. Although Larry Hama, author of the Marvel comic book seemed to incorporate these new ideas into the narrative, sales began to drop off. Regardless, the G.I. Joe Team (counting back from 1982) had over 100 total members: a difficult feat for any company or individual collector to keep track of the many disparate personalities.

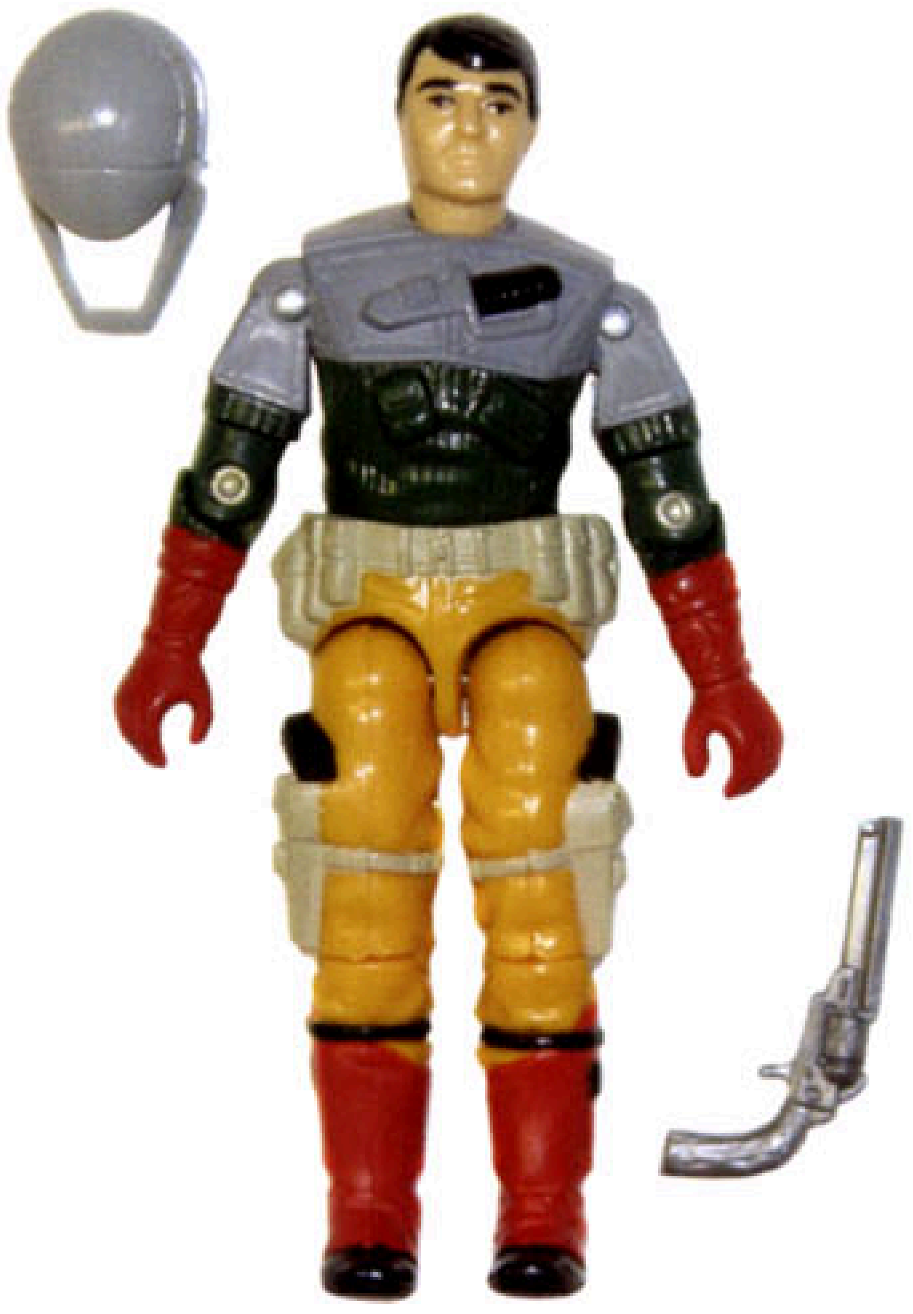
The Battle Force 2000 Team--the G.I. Joe's first major sub-team, was an interesting concept (apart from the BF 2000 Future Fortress), and started a trend that would be repeated for the rest of the vintage line. A mention of the two more important mail-aways is necessary here, as both the Steel Brigade and Starduster action figures have proved super-popular on the secondary market--particularly the rarer variations of these two characters.

Back-Stop

Persuader Driver

(Includes: Revolver, Helmet)

Included with the Persuader.



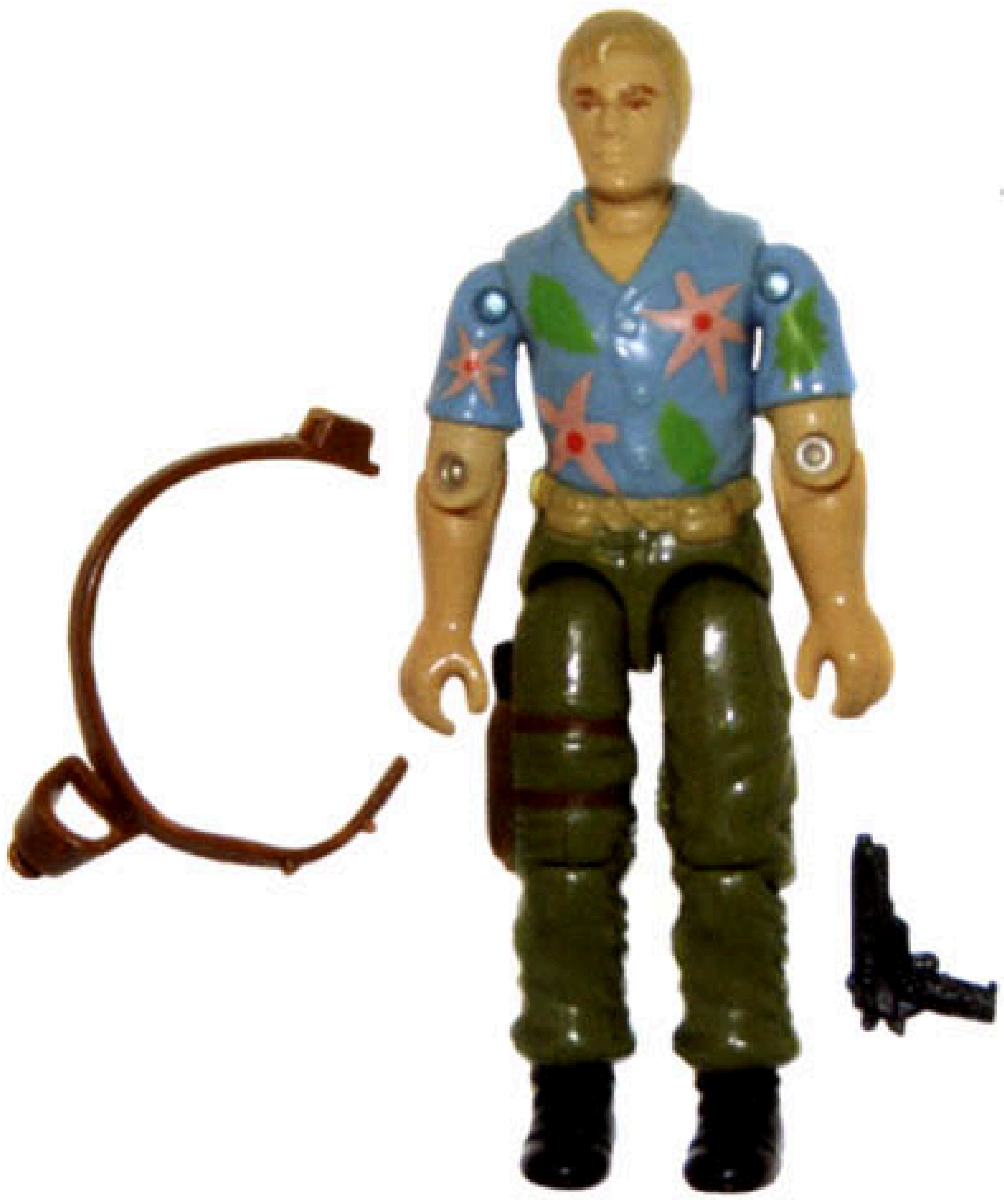
Back-Stop's prototype code names were Hardball, Boxcar, and No-Guff, but Hasbro finally settled on Back-Stop—an appropriate name for a trooper who metaphorically "stops a puck." This former junior league hockey player/Golden Gloves boxer has broken many bones on himself and others, and "after a short career in the demolition derby" (from the file card), joined the Joes. His prototype Peer Personality Profile provides a quote that is much different than the one printed on his mass-produced file card: "There's nothing wrong with Back-Stop that a straight-jacket and a set of leg-irons won't cure… Temporarily that is. It would be nice to say that deep inside, he's a gentle soul who is kind to little furry animals, but it simply wouldn't be true. He'd just bite their heads off."

MOC: **N/A**, MLC: **$5-7**

Chuckles

Undercover

(Includes: Colt Combat Commander .45, Quick Draw Shoulder Harness)



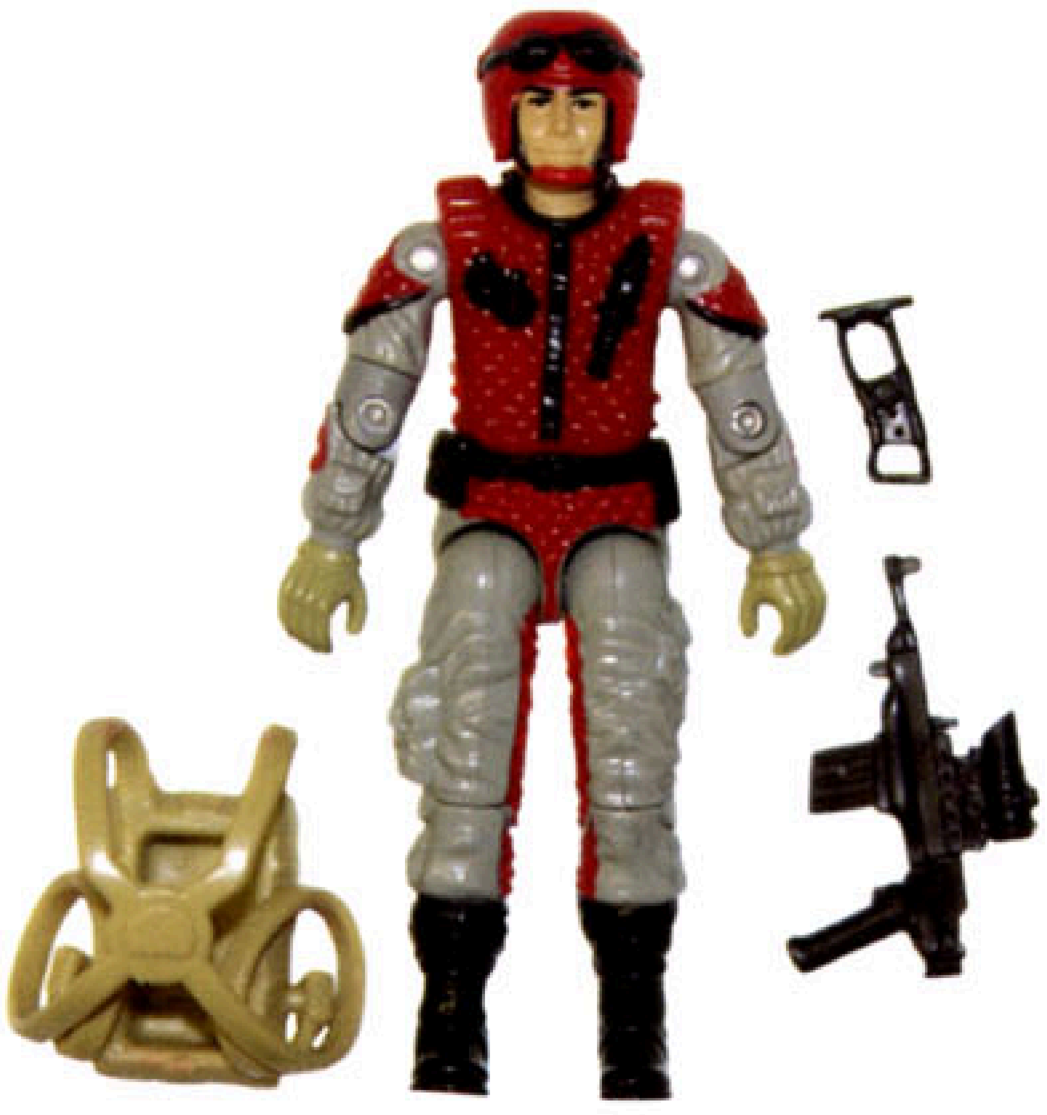
Chuckles is the lone member of the G.I. Joe Team attached to the CID (Criminal Investigations Division) of the U.S. Army, and his insidious "…likability is his greatest asset" (from the mass-produced file card). Although portrayed as a silent lunkhead in *G.I. Joe: The Movie* (1987), Larry Hama utilized the character to its fullest extent in the Marvel comic book, where his intelligence and charisma made him an excellent agent of espionage. The design of Chuckle's action figure is rumored to have been patterned after the look of the various agents and New Wave culture popularized in *Miami Vice* (1984-1989).

MOC: **$35-45**, MLC: **$7-11**

Crazylegs

Assault Trooper

(Includes: EM-4 Assault Rifle w/Stock, Parachute Backpack)



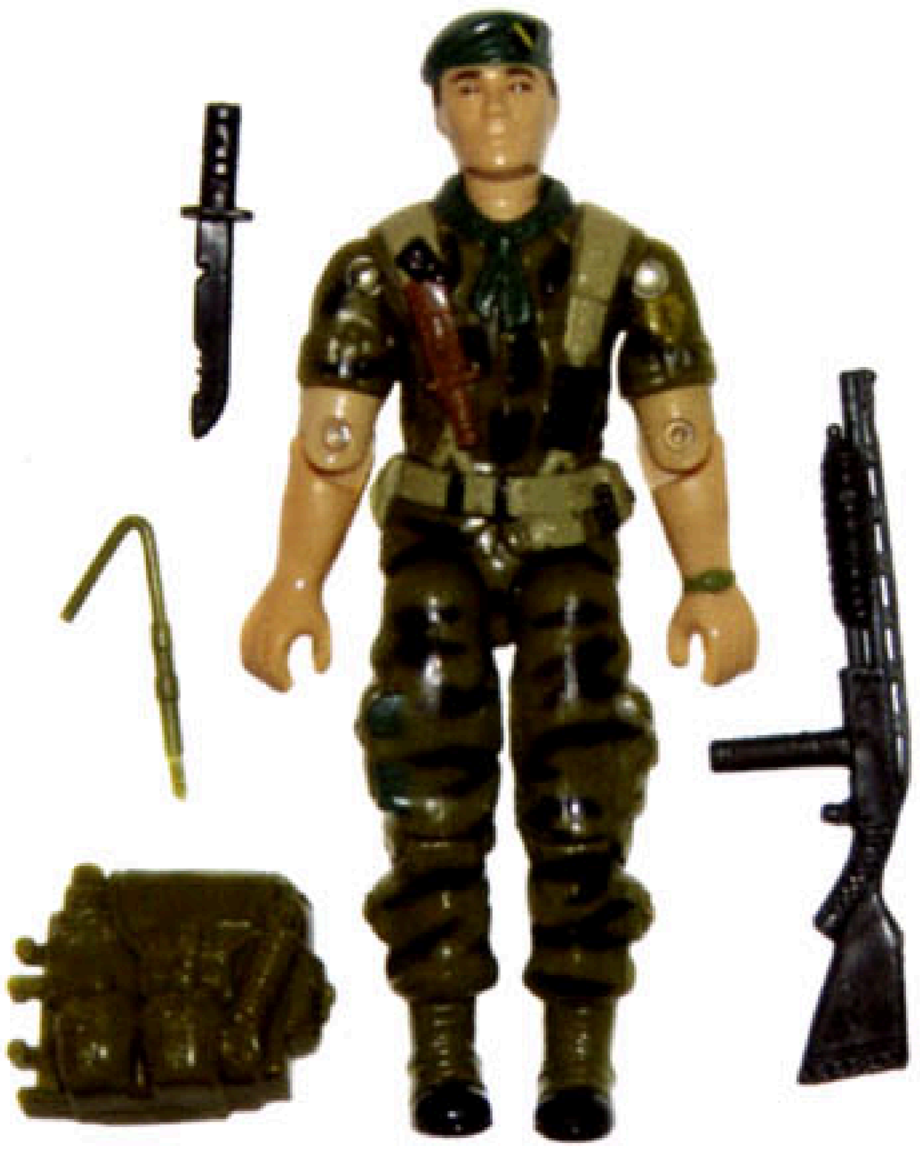
Crazylegs ("…[who] could have been the greatest organist in the world if his fingers hadn't been too short") had his file name (David Thomas) derived from real-world pianist David Thomas Roberts. Regardless of the file name's origin, the G.I. Joe parachutist is a U.S. Army Ranger who is Airborne qualified, but according to his mass-produced file card, "The Airborne Rangers don't care how perfectly you can play Bach's 'Toccata and Fugue in D Minor' [the opening piece for Walt Disney's *Fantasia* (1940)], they're only concerned with your willingness to jump out of a helicopter into a hot LZ [Landing Zone] with nothing but a rifle, a couple of grenades, and the best wishes of your commanding officer."

MOC: **$25-32**, MLC: **$6-8**

Falcon

Green Beret

(Includes: Special Forces Field Communications Pack w/Antenna, 12-Gauge Pump Shotgun, Bowie Survival Knife)



In Sunbow's *G.I. Joe: The Movie* (1987), Falcon (voiced by Don Johnson) is revealed to be the irresponsible half brother of Duke, and his lack of responsibility strangely contradicts almost everything written in his Hasbro file card. Falcon (or Lt. Falcon) is a second-generation Green Beret, whose father "…served in the 10th SFGA (Special Forces Group Airborne) from its very beginnings at Fort Bragg's Smoke Bomb Hill [the carefully-chosen location where the very first Airborne volunteers reported for initial training]" (from the file card). His son, Falcon was "…cross-trained in demolitions and served briefly with the 5th SFGA 'Blue Light' counter-terrorist unit as an 'A' Team XO [Executive Officer]."

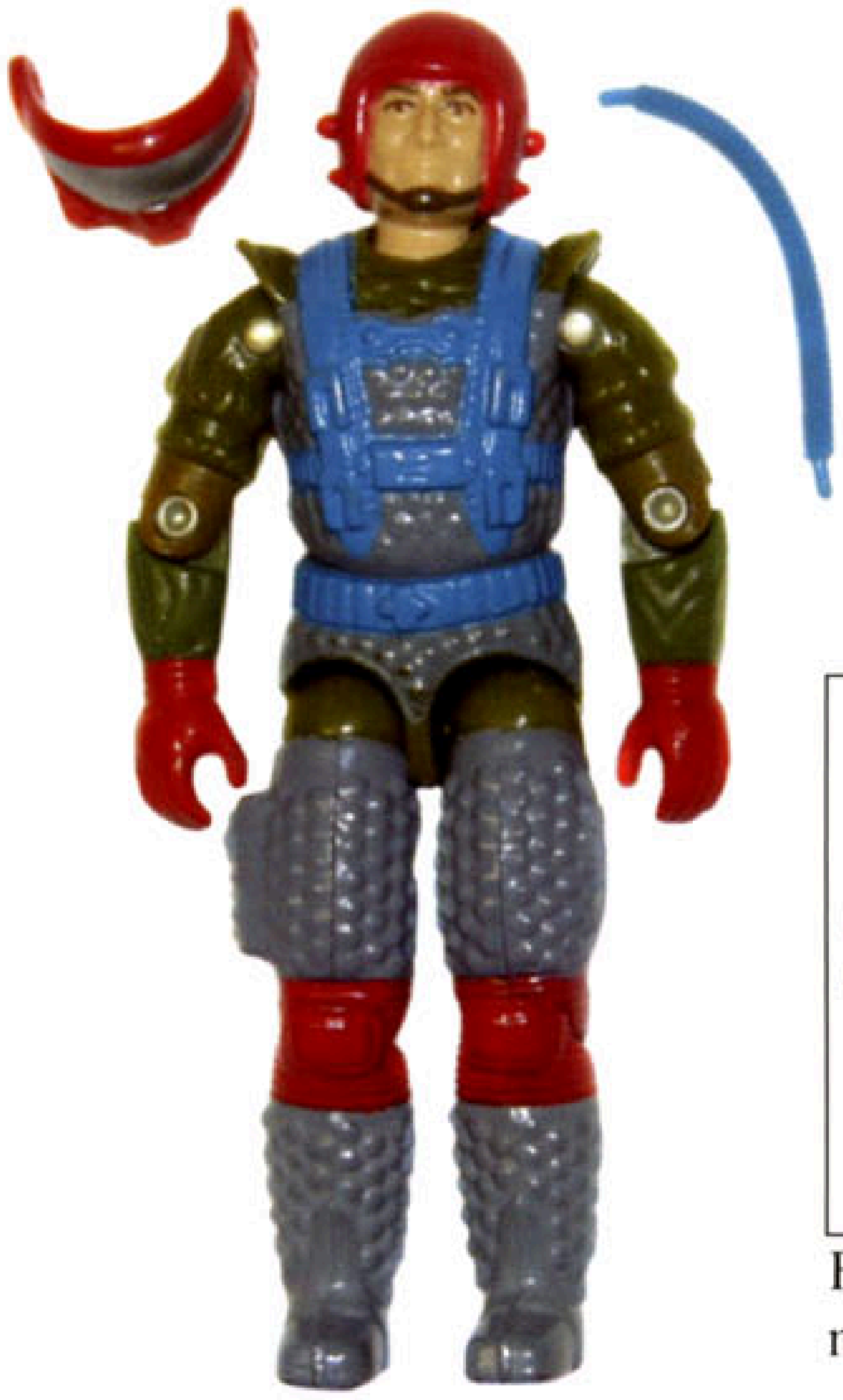
Falcon (file name: Vincent R. *Falcone*) is proficient in four other languages, possesses a winning personality, and exemplifies his MOS of Green Beret, as defined by GoArmy.com as: "…mentally agile, astutely aware and physically tough; [able to] endure difficult training and face all challenges head on."

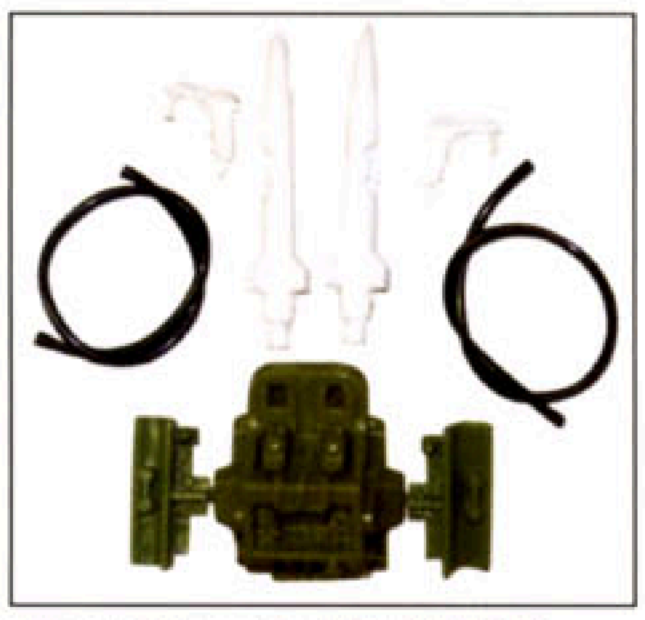
MOC: **$55-75**, MLC: **$12-16**

Fast Draw

Mobile Missile Specialist

(Includes: Face Mask w/Voice Activated Linkup, Blue Hose, Backpack, Two Triggers w/Hoses, Two Missiles w/Stabilizers [FAFNIR Target Acquisition and Missile Delivery System])





Fast Draw's FAFNIR mobile missile system.

With the file name of Marvel Comics' artist Eliot Brown, Fast Draw's (prototype code name: Backfire) action figure has one of the most complicated equipment systems in the G.I. Joe canon. This Mobile Missile Specialist carries the FAFNIR (Fire and Forget Non-tube-launched Infantry Rocket) missile system, which consists of two triggers attached via hoses to the back-mounted system itself. Thankfully, Fast Draw can take cover after the missiles launch, but prefers not to, for he "thinks of himself as an old-west gunfighter. A whole squadron of HISS (1983) tanks [changed in the mass-produced file card to reflect the current Cobra Command STUN (1987) vehicle] could be rumbling across the landscape at him and he just stands there with a missile rack in each hand and that 'come-and-get-it' look in the eye."

MOC: **$25-35**, MLC: **$8-10**

Hard Top

Crawler Driver

(Includes: Microphone and Pistol)

Included with the Defiant: Space Vehicle Launch Complex.

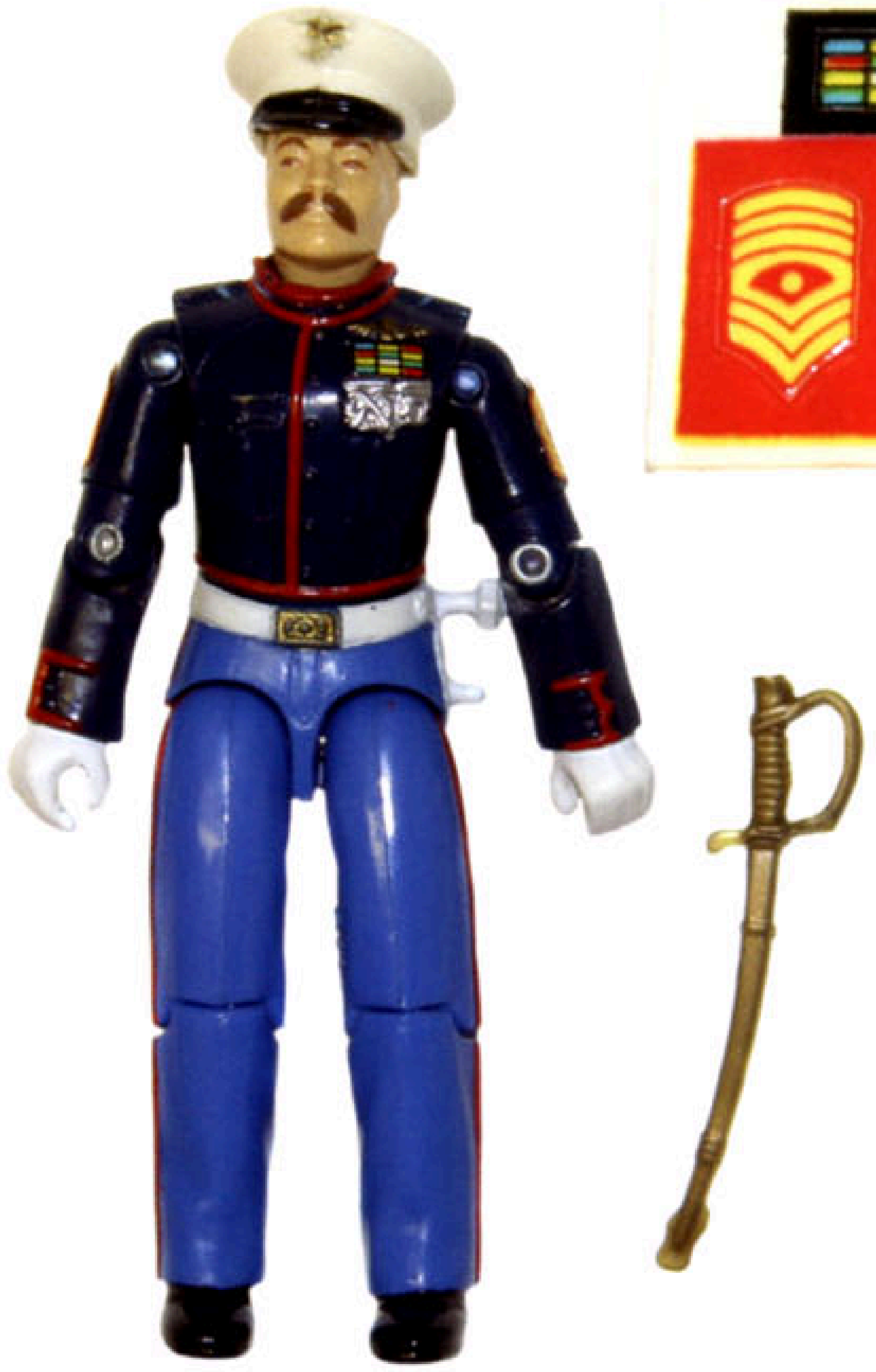
Hard Top (whose prototype file name is Floyd R. Pincus) is one of the most difficult G.I. Joe toys to locate mint, loose, and complete, because his pistol is nearly impossible to acquire: collectors have confirmed that some sealed specimens of Hard-Top did not come with this weapon. Therefore, the black pistol itself commands prices as high as $35-40+ on its own. Furthermore, his microphone is also impossible-to-find ($40-50+), therefore, sealed Hard Top figures should be considered very rare (MISBaggie with file card: $175+).

MLC: (with pistol and microphone) **$115-135+**, MLC: (without either the pistol OR the microphone) **$55-60;** (without any accessories) **$25-35**

Gung-Ho

Marine Dress Blues

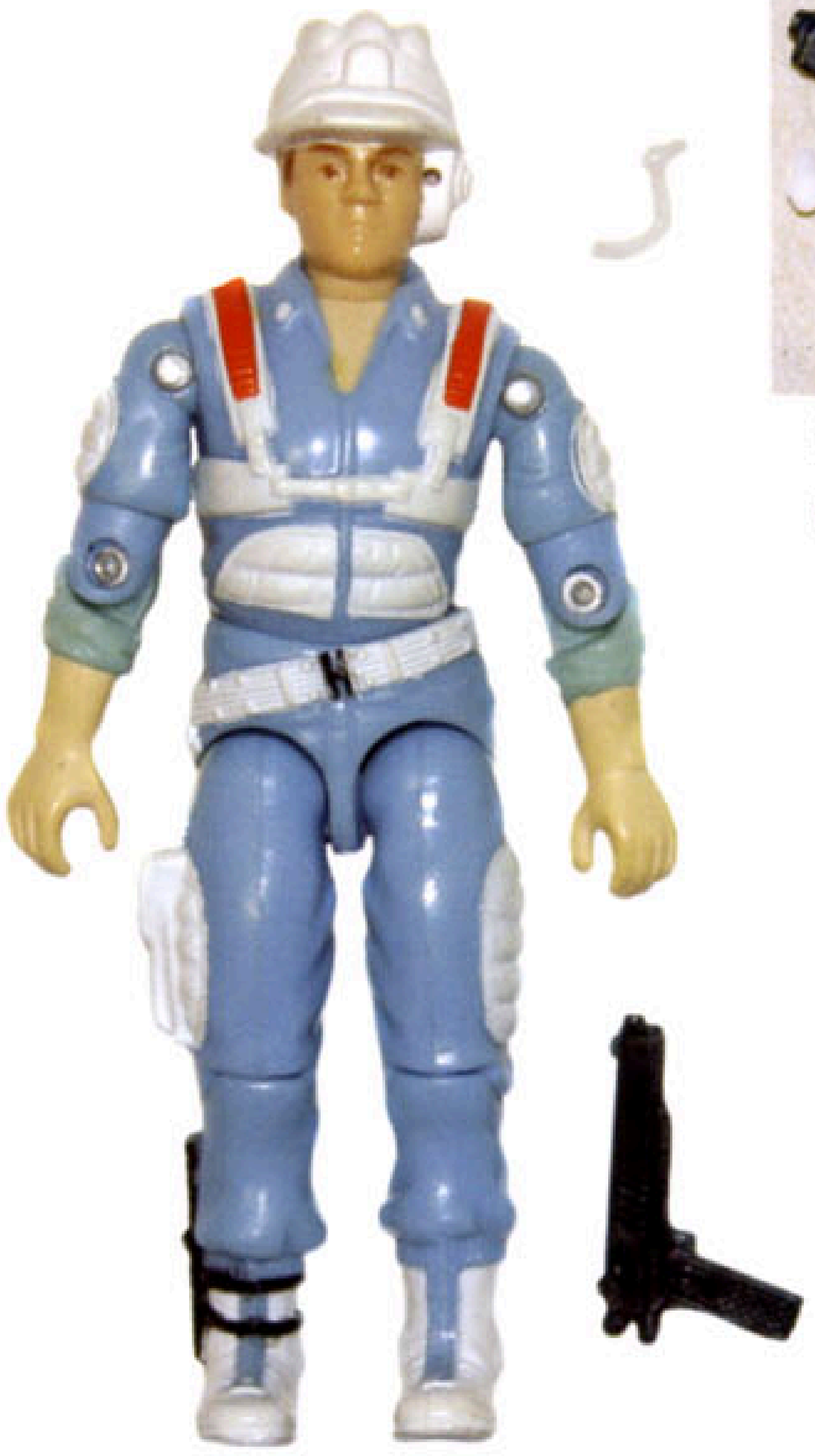
(Includes: [Non-Com] Dress Sabre, Dress Hat, Sticker Sheet)

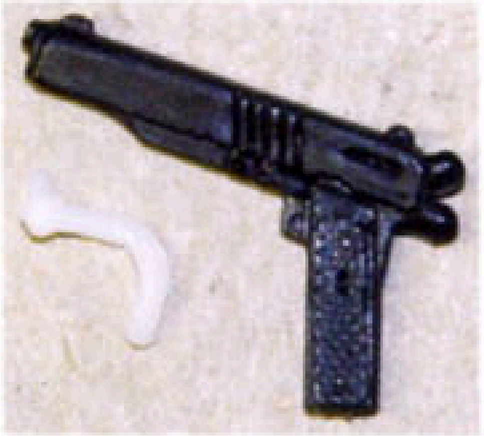


This is one of the most impressive figures in the vintage G.I. Joe toy line (1982-1994), as Gung-Ho's attire accurately depicted a Marine's dress blues.

Although this figure came with a sticker set--labels for his rank insignia and decorations (campaign ribbons)--most collectors consider the figure incomplete without these stickers applied. For more information on Gung-Ho, see his entry in 1983.

MOC: **$40-55**, MLC: (with stickers applied) **$10-14,** MLC (without stickers applied) **$7-10**



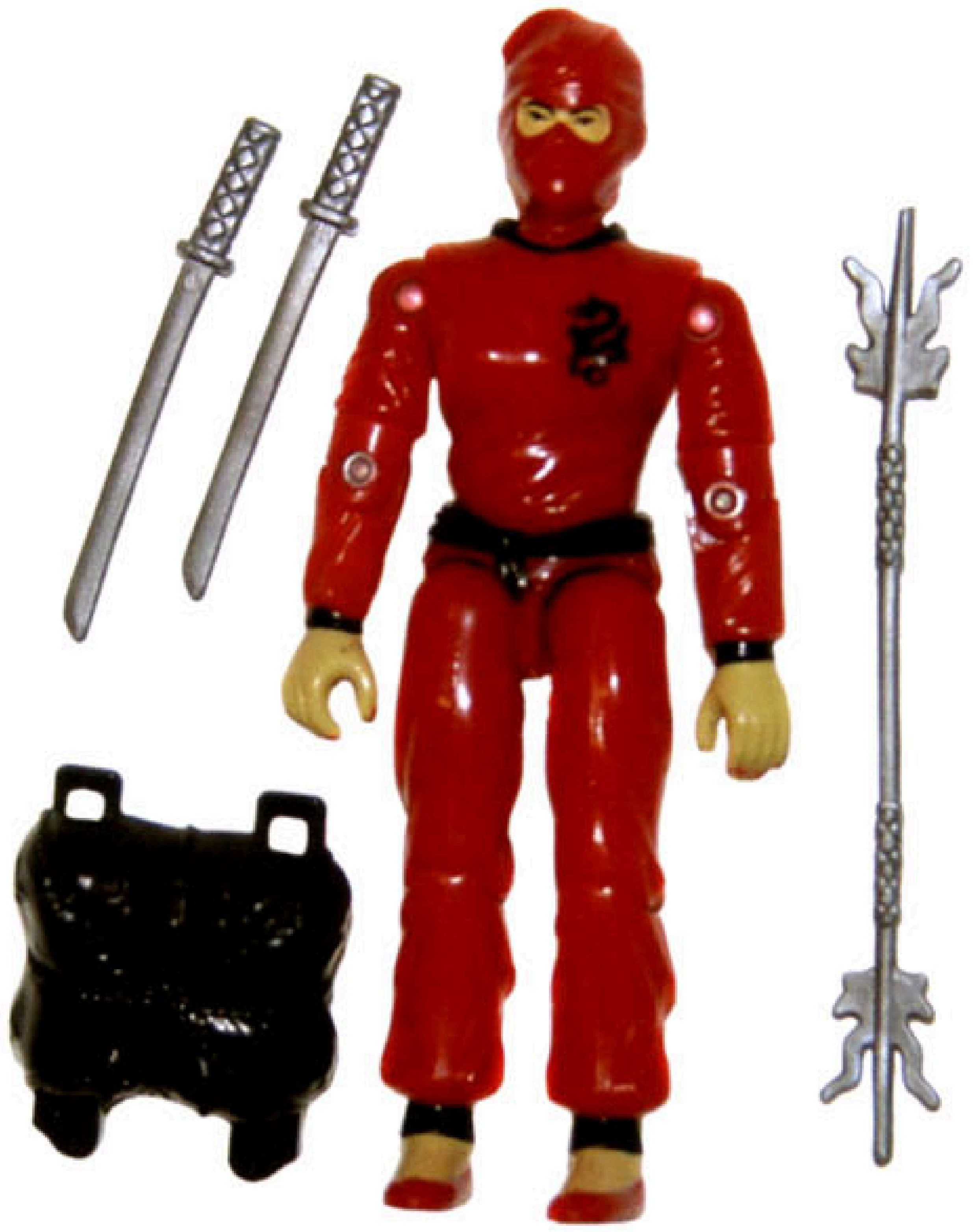


Hard Top's pistol and microphone.

Jinx

Ninja/Intelligence

(Includes: Two Ninja Swords, Naginata, Backpack)



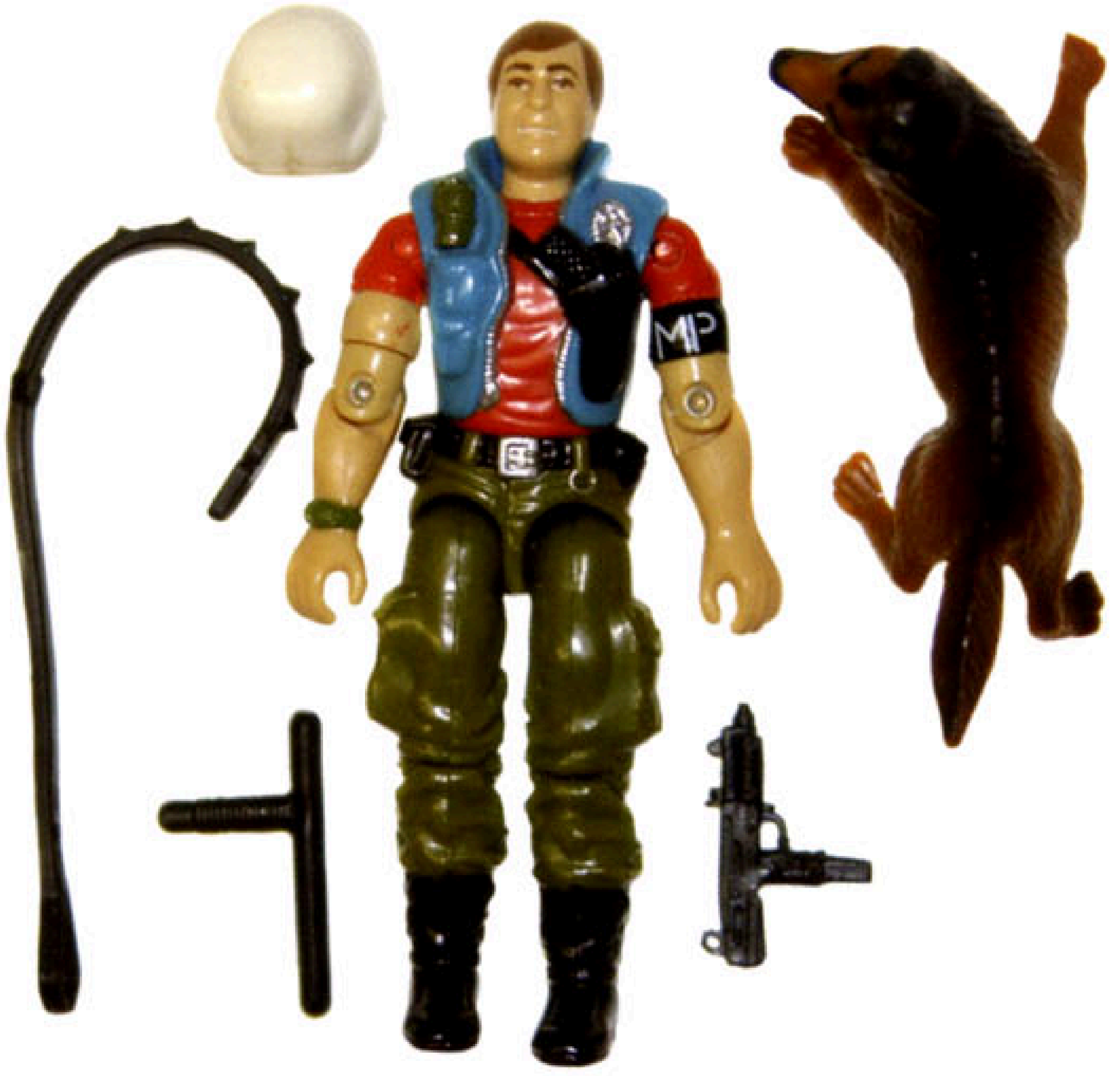
Jinx is quite popular on the secondary market, as she is the G.I. Joe Team's lone female ninja. In Sunbow's *G.I. Joe: The Movie* (1987), she exercised a "blind fighting" technique, while in the Marvel comic she was brought up by the same Arashikage family who raised Storm Shadow (1984).

MOC: **$55-75**, MLC: **$8-10**

Law & Order

M.P. & K-9

(Includes: German Shepherd [Order], Uzi 9mm, M.P. Truncheon, Leash, Helmet)



With first-rate accessories, the Joe team finally received their definitive Military Policeman and his K-9 German Shepherd: Law & Order (where Law's face is modeled after former-Hasbro VP Kirk Bozigian).

The job of an M.P. is hinted at in Law & Order's Peer Personality Profile: "M.P.'s are responsible for the security of an installation. That may sound like a cushy job if all they are guarding is a garrison full of clerks, cooks, and accountants, but it's another matter altogether when they're acting as the defensive line for an elite unit like the Joes. The bad guys are going to send in the best they have and that's not good enough to get past Law & Order."

MOC: **$35-50**, MLC: **$8-14**

Outback

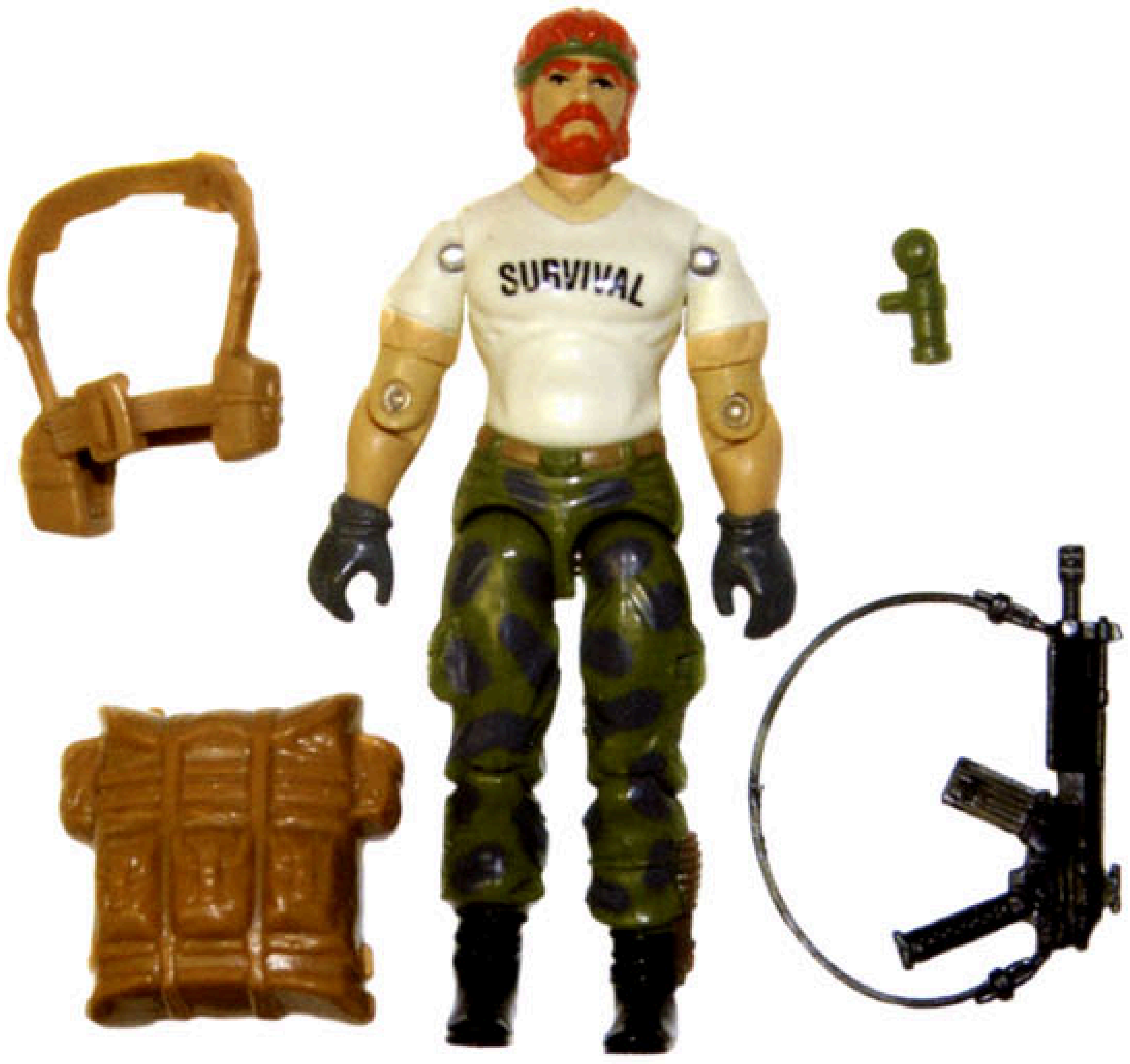
Survivalist

(Includes: Heckler and Koch G3 Rifle, Web Belt, Survival Backpack, Flashlight)

Outback is a Survivalist whose white t-shirt sports the word "SURVIVAL," which his file card shows is excerpted from the U.S. Army Ranger Handbook, where "SURVIVAL" is an acronym for: "S–Size up the situation, U–Undue haste makes waste, R–Remember where you are, V–vanquish fear and panic, I–Improve your situation, V–Value living, A –Act like the natives, and L–Learn basic skill."

Outback's action figure is famous for his tiny flashlight, his pliable web belt and his H&K rifle--a modified version of Heckler & Koch's 33A2 minus its stock, yet with a longer handle.

MOC: **$42-60**, MLC: **$8-10**

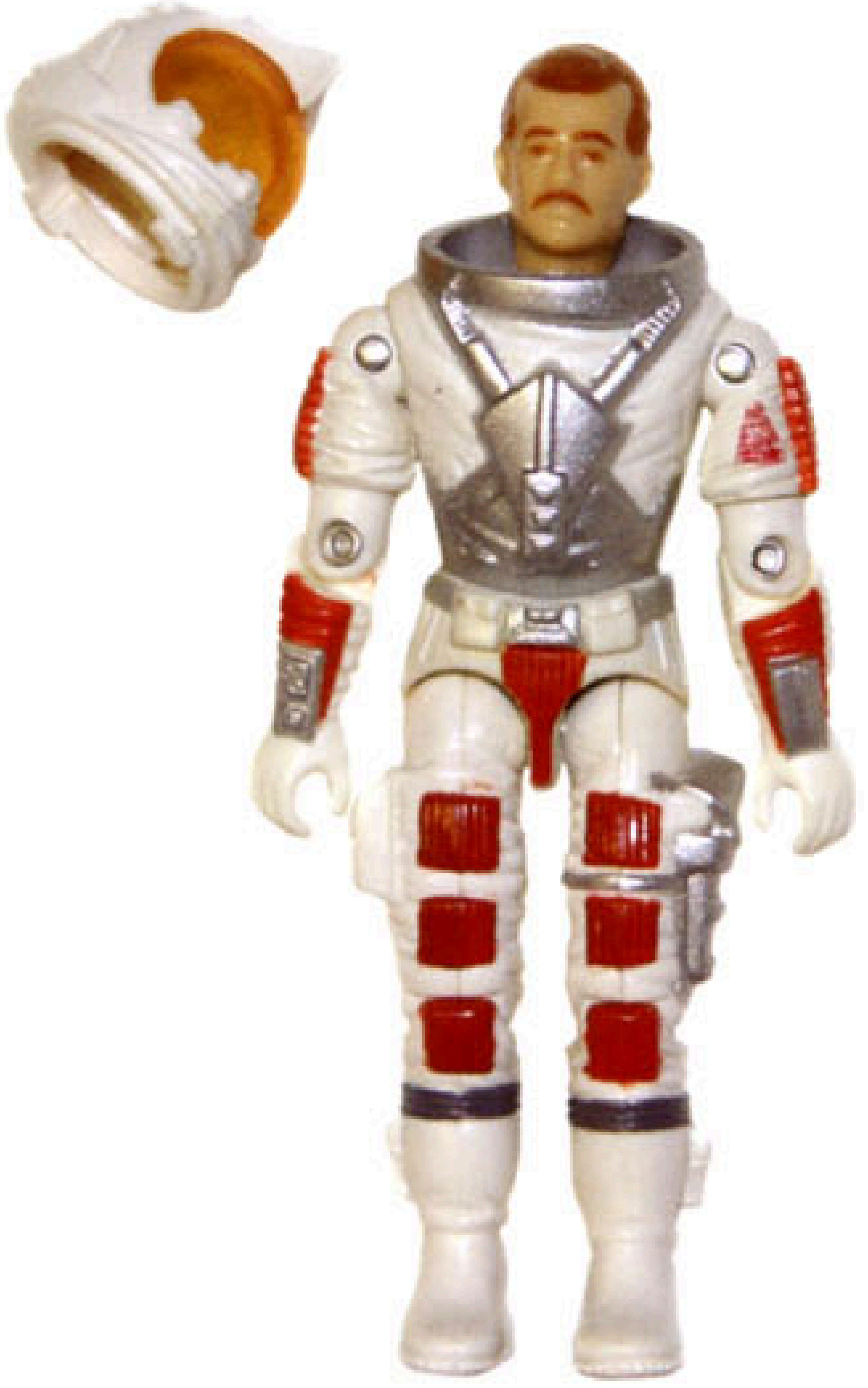


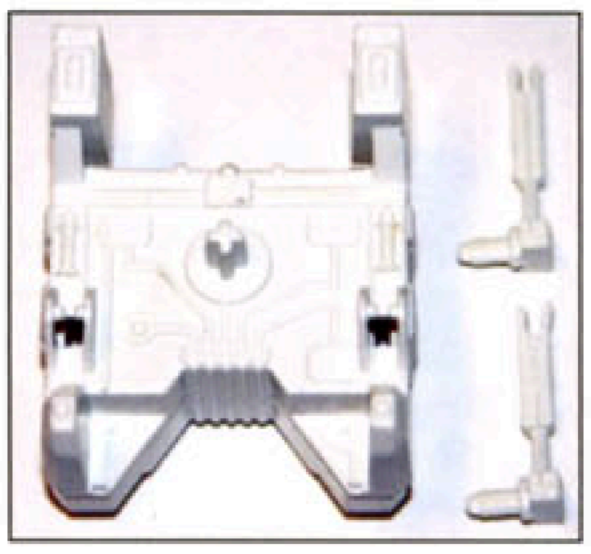
PAYLOAD

Defiant Pilot

(Includes: Helmet, Face Shield, Backpack, Two Control Arms)

Included with the Defiant: Space Vehicle Launch Complex.





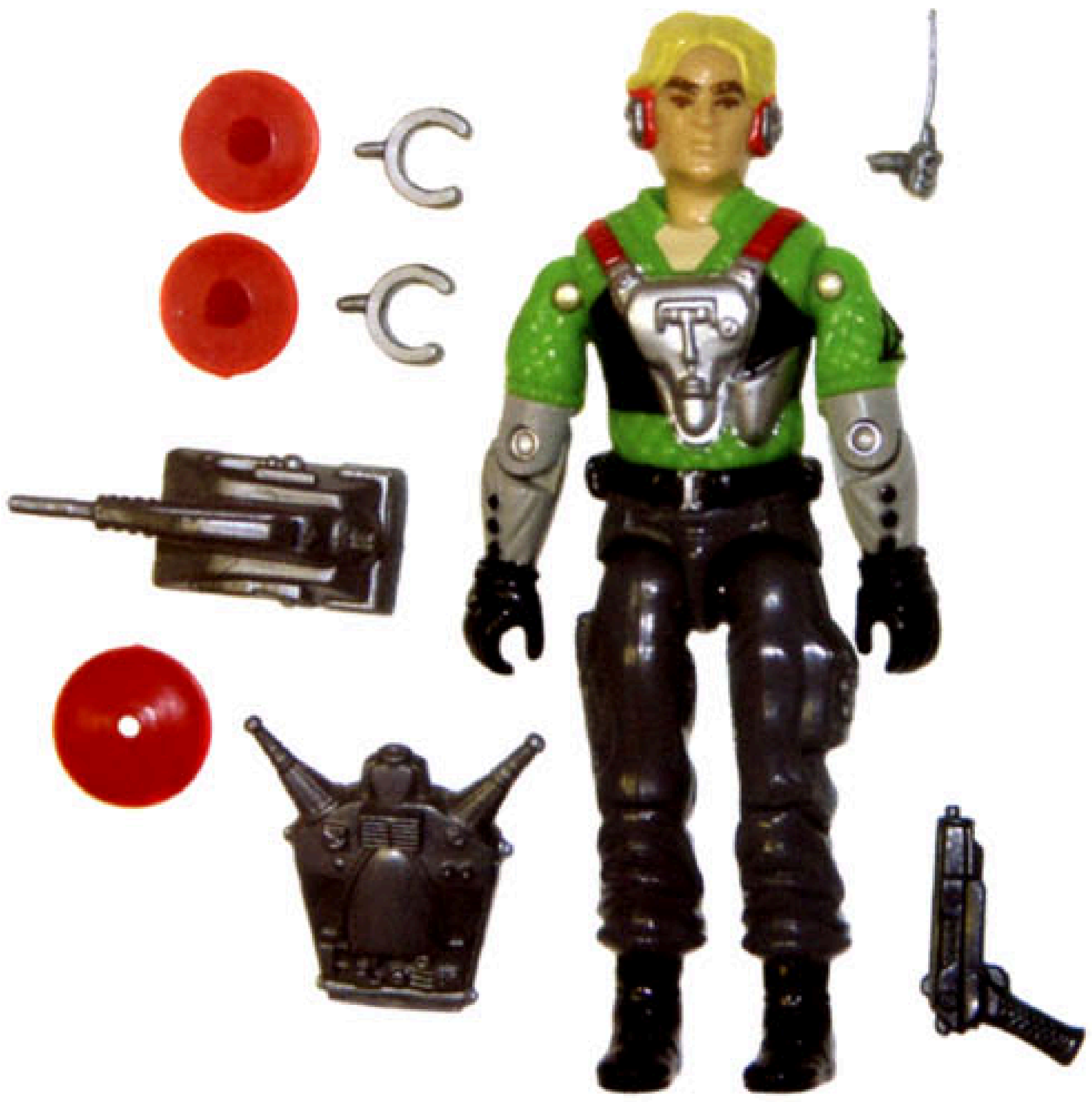
As the pilot of the Defiant: Space Vehicle Launch Complex, Payload (rank: O-6, Colonel; prototype file name: Nile S. Weatherby) is a popular action figure with collectors. Payload's backpack is similar to the Soviet space program's SPK MMU manned maneuvering unit. Although these units were not utilized until 1990, the Hasbro designers often incorporated prototype designs in their G.I. Joe toys. Collectors should take care with Payload's backpack, as its control arms are super-fragile.

MLC: (with all accessories) **$55-70**, (without backpack and control arms) **$15-25**

PSYCHE-OUT

Deceptive Warfare

(Includes: Variable Wave Field Projector with ELF Sonic Generator, Two "Big Ear" Sonic Receivers, .45 Assault Pistol, Backpack)



Psyche-Out (by definition "to guess the intentions of") is oddly-rendered, and is often cited as one of the reasons that the military feel of the G.I. Joe line was being dropped in favor of more science-fiction based designs. Unfortunately, this figure's Peer Personality Profile argues against this idea, as the media and the U.S. Military have been developing methods of inducing behavior modification for decades because of its subtle effectiveness

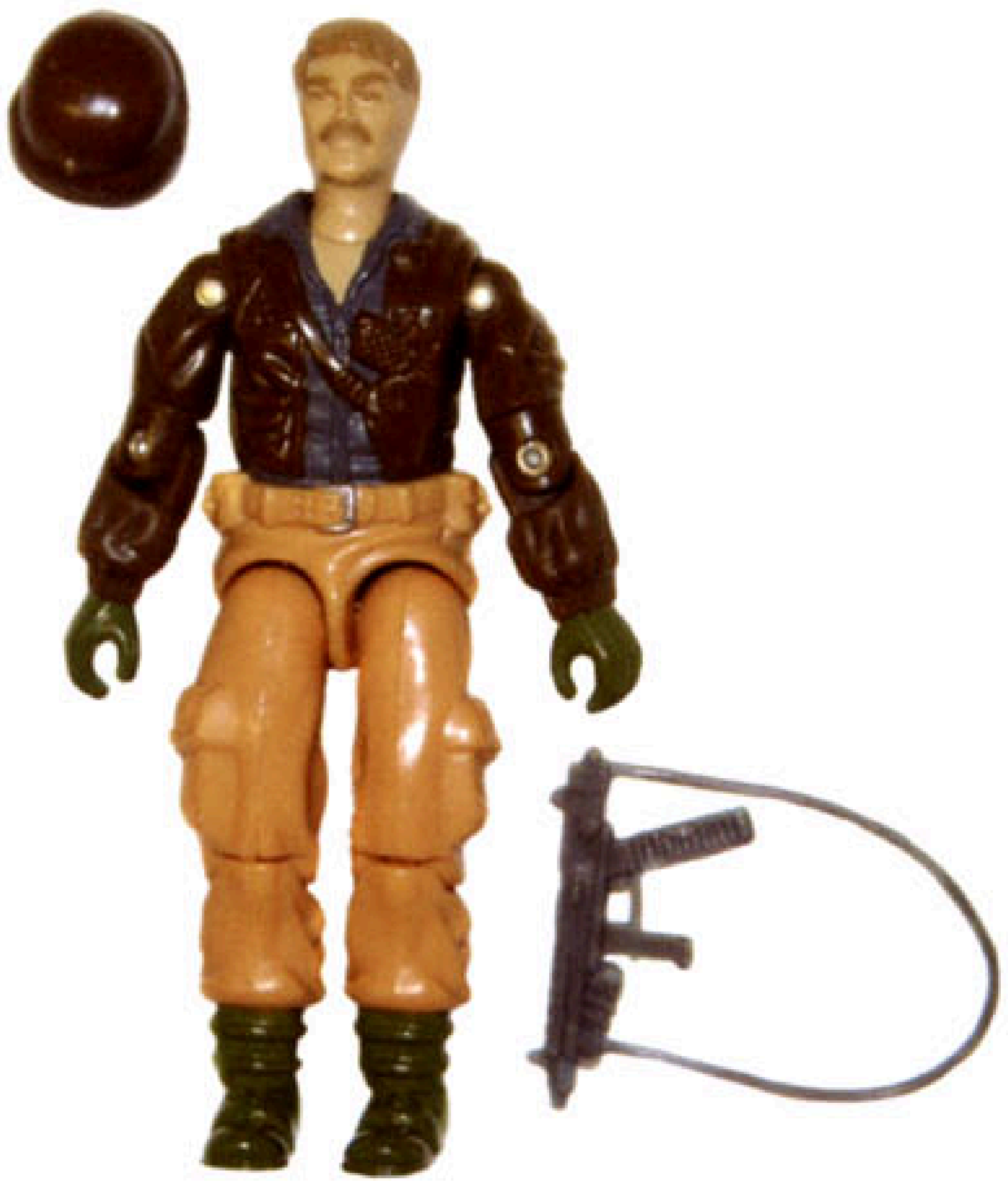
MOC: **$24-30**, MLC: **$6-8**

RUMBLER

R/C Crossfire Driver

(Includes: Rifle, Helmet)

Included with the R/C Radio Control Crossfire.



Before driving the Crossfire (strangely enough, never pictured in any Hasbro G.I. Joe catalog) for the U.S. Army, Earl-Bob Swilley (file name) was an IRS agent, as delineated in his mass-produced file card. His prototype code names were Motor-Face, Down-Shift, Overdrive, Long-Gone, and well into production—Scrambler.

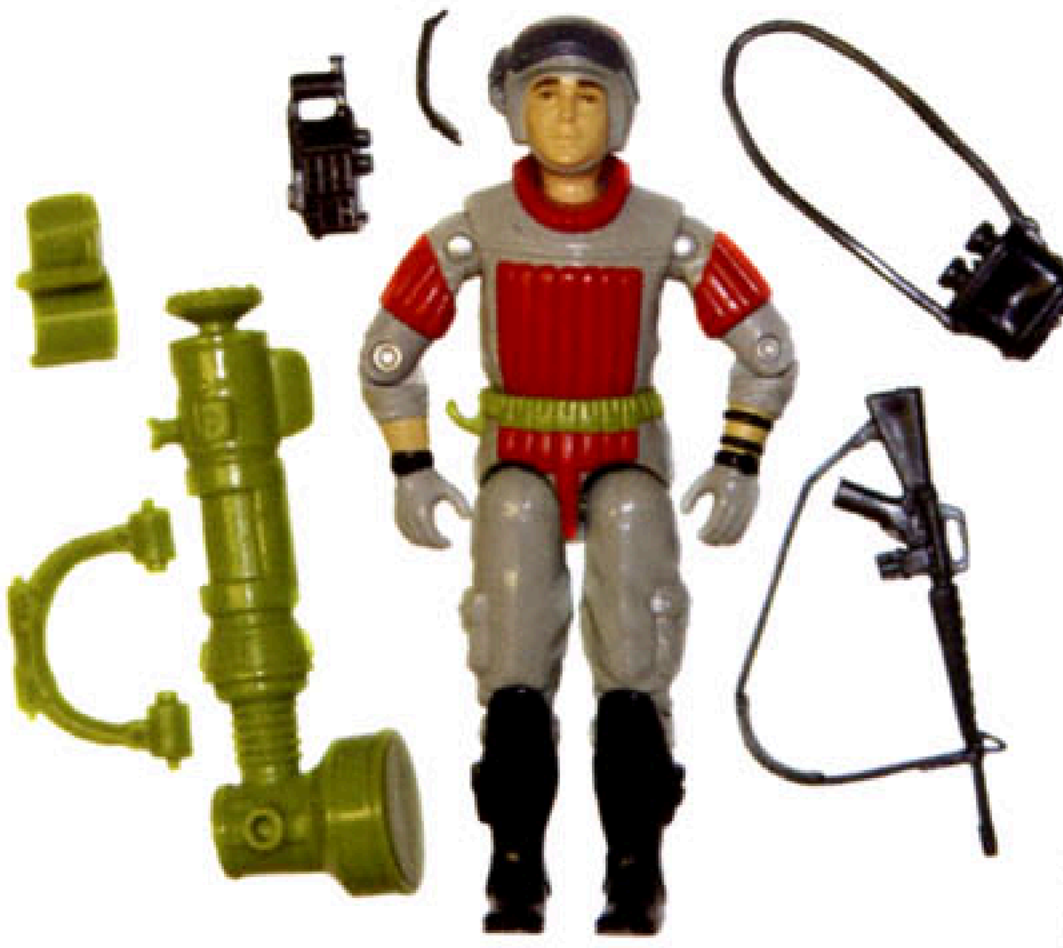
Collectors will note that Rumbler is one of the very first figures to be entirely comprised/recycled from other G.I. Joe toys: his head mold is Footloose's (1985), his chest and arms are Heavy-Metal's (1985), and his waist and legs are Bazooka's (1985). Even his headgear is re-cast from Crankcase's helmet (1985).

MOC: **N/A**, MLC: **$25**

SNEAK PEEK

Advanced Recon

(Includes: Walkie-Talkie, Binoculars, M-16A Rifle, Variable Range Optical Field Scanning Device, Multiband Radio Transponder Unit)



Sneak Peek's file name, Owen King, was utilized in honor of the son of famous horror writer Stephen King--a boy who was a die-hard G.I. Joe fan. Sneak Peek's birthplace is therefore listed as Bangor, Maine: the residence of Stephen King and his family.

As an action figure, Sneak Peek came replete with an array of different weapons and accessories, all useful for his MOS of Advanced Reconnaissance—exploring an area to obtain useful military information. It should be noted that his M-16A rifle is the same one that came with Footloose (1985). His accessories are numerous, so finding a mint, loose, and complete Sneak Peek (with microphone) is sometimes difficult (although he is not an expensive toy).

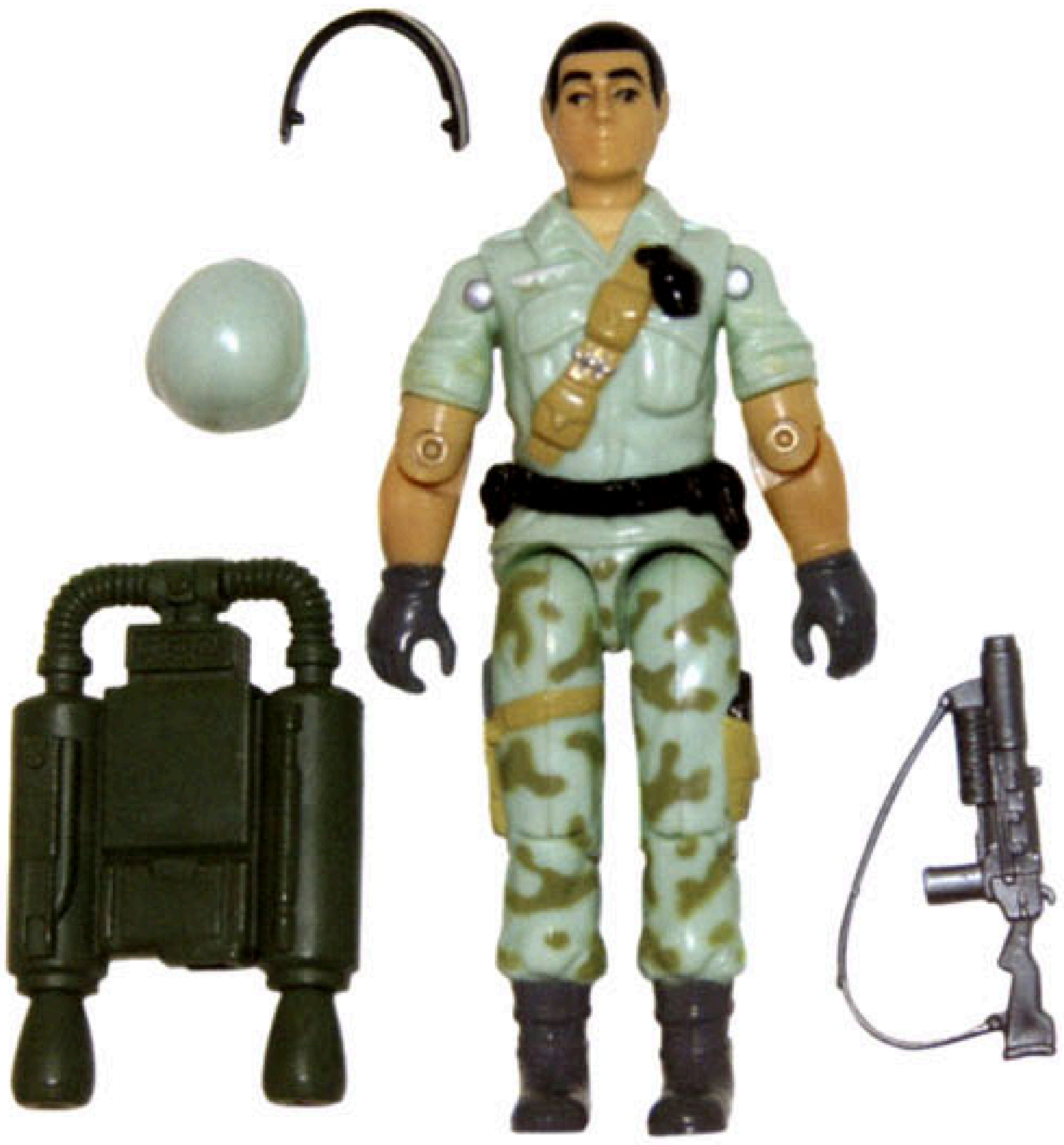
MOC: **$25-38**, MLC: **$6-10**

STARDUSTER

Jet Pack Trooper

(Includes: Helmet, Visor, Jet Pack JUMP, XM-76 Grenade Launcher)

Mail-Away Exclusive



This action figure was a mail-away promotion initially solicited from a coupon inserted (by Hasbro) into Ralston Purina's G.I. Joe Action Stars Cereal; Starduster even adorned a box of Action Stars in 1987. After the cereal promotion had run its course, Hasbro Direct itself solicited the action figure in various figure and vehicle inserts from 1987-1990, sometimes offering Starduster with a JUMP Jet Pack (1982), sometimes without, and often with the Pocket Patrol Pack (1983)--although this small green three-figure collector's case shipped with a different white-backed G.I. Joe label on its front. Although Starduster never made an appearance in the Marvel comics or on the Sunbow cartoon (only in animated commercials for the cereal), his origin was captured in three promotional comics randomly packaged inside boxes of G.I. Joe Action Stars cereal, ca. 1987.

There are three different known variations of the Starduster action figure--a kit-bashed toy whose body is not unique: it is comprised of a number of different character's body parts. Although re-colored, Starduster always possessed Flash's (1982) head, Flint's (1985) arms, and Roadblock's (1984) legs, yet there are three major variations regarding Starduster's torso and waistpiece:

Version "A" (Recondo [1984] torso & waistpiece), ©1984 on thigh, came with a JUMP Jet Pack (shipped 1987-late 1988 [?]).

Version "B" (Duke [1984] torso, Recondo [1984] waist), ©1988 on thigh, came with a JUMP Jet Pack and a Pocket Patrol Pack (shipped in 1988-some time in 1989 [?]).

Version "C" (Duke [1984] torso, Iceberg [1986] waist), with either ©1984 or ©1988 on thigh, came without a JUMP Jet Pack, and a Pocket Patrol Pack (shipped 1989-early 1992 [?]).

Of the three above variations, it appears that Version "A"--the earliest release of the figure with Recondo's torso and waist--is the rarest of the three.

Regardless of the version of Starduster that you own, this Jet Pack Trooper is a difficult figure to find in any condition, and with all of his accessories he is a great pick up for a collection. As a final note, uncut samples of Starduster's file card itself may sell for more than $20-25 each on the secondary market. His accessories (apart from the optionally included JUMP Jet Pack) are quite rare: Starduster's silver XM-76 Grenade Launcher (see Gung-Ho, 1983); Starduster's cyan blue-green helmet with printed black star (see Grunt, 1982); and Starduster's black visor (is NOT the same visor as Thunder [1984], as there isn't a nose ding in Starduster's visor) is most similar to the early clear visors of Flash, Grand Slam, and Short-Fuze (see 1982). These accessories can sell for $10-25 each depending on condition.

MISBaggie: (Version A) **$225+**, MLC: **$170,**
MISBaggie: (Version B + C) **$160+,** MLC: **$80**

STEAM-ROLLER

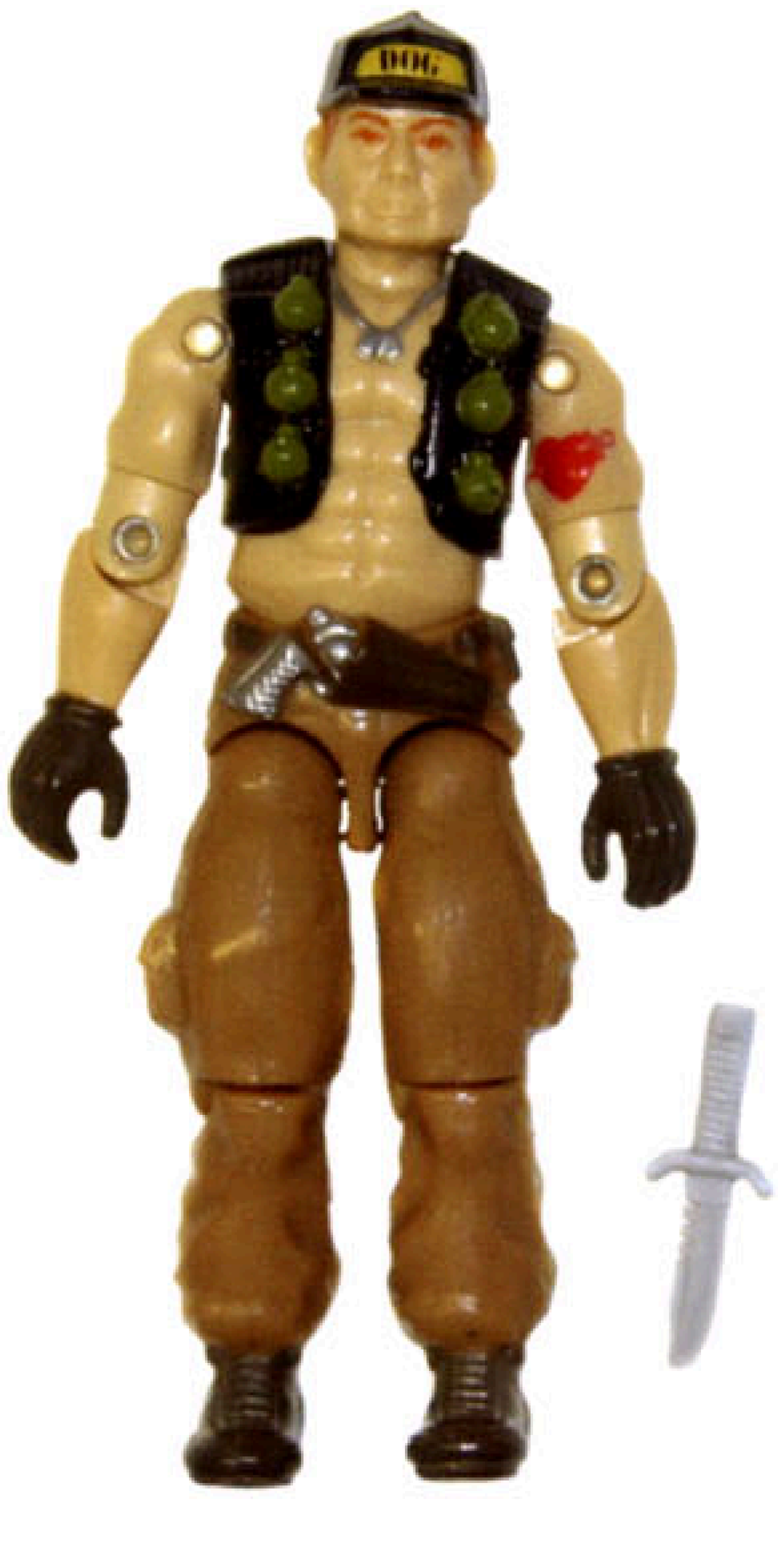
Mobile Command Center Operator

(Includes: Knife)

Included with the Mobile Command Center.

Steam-Roller was a heavy machine operator all over the continental United States before he was recruited by the Joe team, for "...[he] worked heavy cranes on the Great Lakes' docks, earth-movers in the strip mines of Appalachia, and graders on the four-lane blacktops of a half dozen states. He was driving an M-15A2, 50 ton tank transporter [the 40-ton tank transporter trailer truck, M25, with attached component: the 10-ton semitrailer M15] a transporter trailer when he was picked for the G.I. Joe Team. He may only be an E-5 [Sergeant], but no matter who's ranked above him on his Mobile Command Center, Steam-Roller's gut instincts are the ones in charge. Qualified expert with all NATO small-arms and explosives" (from a combination of the mass-produced and prototype dossiers).

MOC: **N/A**; MLC: **$8-13**



STEEL BRIGADE

(Regular version includes: XM-16 Attack Rifle, Assault Pack)

Mail-Away Exclusive

As a collector, if you simply checked some boxes to provide personal information to Hasbro, and mailed a check totaling $9.00 to Hasbro Direct, four to six weeks later, you'd receive a personalized action figure all your own.

A few weeks passed, and then collectors received a "generic Steel Brigade figure" with a backpack, rifle, a custom-made Steel Brigade file card (printed on a dot-matrix printer), and a Steel Brigade patch. This promotional was a great offer for collectors, for they could select their own military specialties, weapons, etc., to be transcribed by Hasbro onto a personalized dossier. Since the Steel Brigade action figure offer went on from 1987-1994 (frequently and infrequently), there are a few different variations of the figure, all of which are pictured. The one version of Steel Brigade that sells like wildfire is the infamous "gold headed" Steel Brigade figure, as its highlights are gold in color, and its file card, patch, backpack color, and other figure colors are noticeably different.

The Steel Brigade figure and its six variations should be documented here, as there are subtle differences in construction, and drastic differences in cost ($$$) on a few variations, labeled "A" through "F." These variations came replete with one of three different rifles (according to its variation, as designated in the next paragraph: Airborne's ([1983] XM-16 attack rifle; the Crimson Guard's [1985] AK48A w/bayonet; or Recoil's [1989] M16A1 rifle.)

"Version A" – Airborne torso/Scrap Iron legs/Gung Ho waist/Flash arms (Airborne XM-16 assault rifle [dark gray], Duke/Airborne backpack [olive green – different (lighter in color) than Tiger Force Duke], iron on patch).

MISBaggie: **$35-45+**, MLC: **$20-28**

"Version B" – Duke torso/Scrap Iron legs/Gung Ho waist/Flash arms (Crimson Guard AK48A w/ Bayonet rifle [dark gray], Duke/Airborne backpack [olive green], iron on patch).

MISBaggie: **$35-45+**, MLC: **$20-28**

"Version C" – Duke torso/Airborne legs/Gung Ho waist/Flash arms (Crimson Guard rifle AK48A w/ Bayonet [dark gray], Duke/Airborne backpack [olive green], iron on patch).

MISBaggie: **$35-45+**, MLC: **$20-28**

"Version D" – Duke torso/Airborne legs/Cobra Soldier waist/Flash arms (Airborne rifle XM-16 assault rifle [dark gray], Duke/Airborne backpack, iron on patch).

MISBaggie: **$35-45+**, MLC: **$20-28**

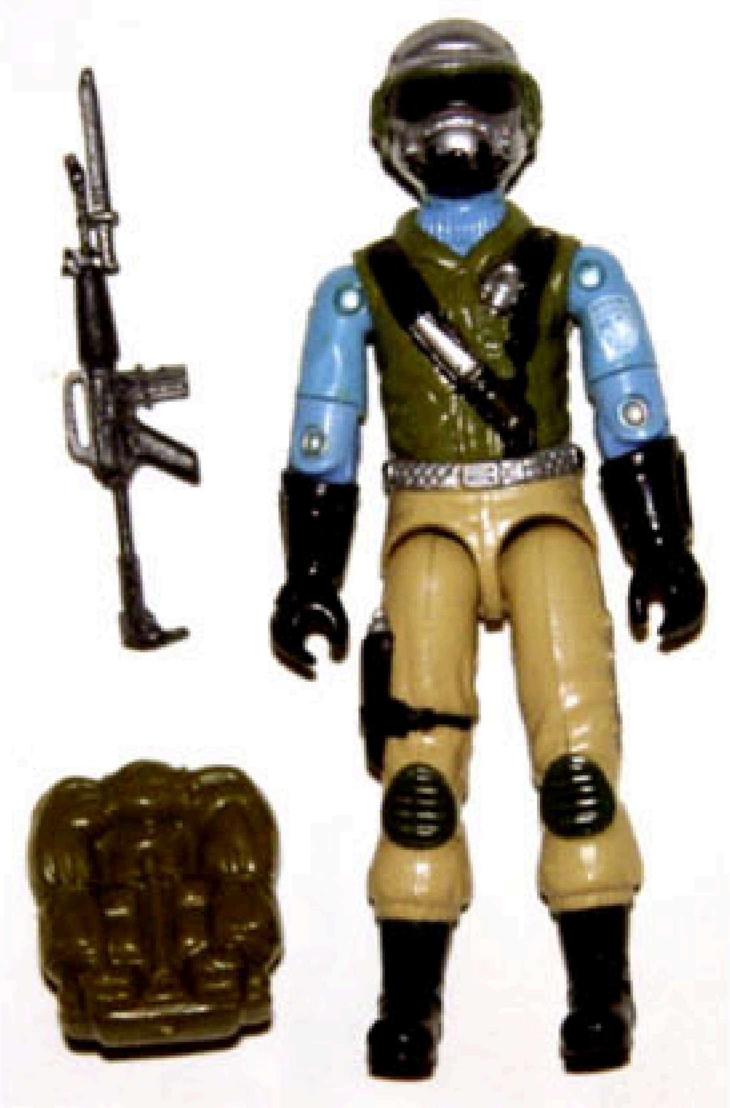
"Version E" – Duke torso/Scrap Iron legs/Cobra Soldier waist/Flash arms (Recoil rifle M16A1 rifle/M203 grenade launcher [dark gray], Duke/Airborne backpack, iron on patch). Many collectors do not believe that "Version E" exists--as it can be kit-bashed together by using parts from "Version B" + "Version D", but I personally own a sealed sample of this figure, and another collector has one in his possession.

MISBaggie (the value of this version is in MISBaggie samples, as this figure can easily be a combination of "Version B" and "Version D": **$75-85+**, MLC: **$15-25**

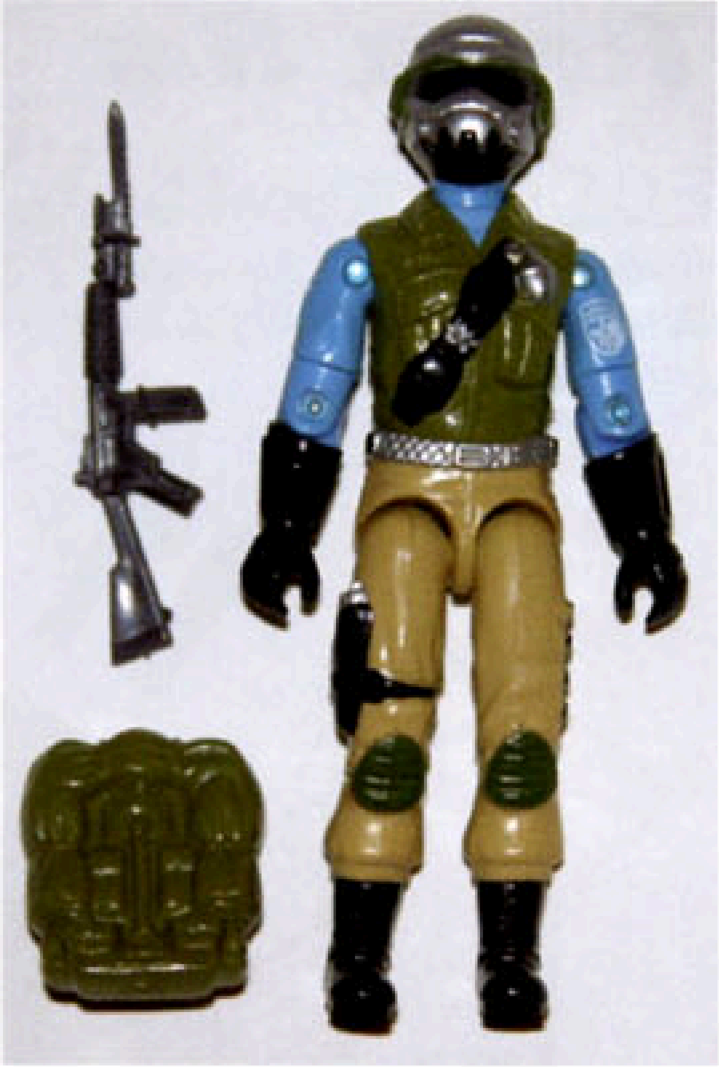
"Version F" ("Gold Headed" Steel Brigade, very rare–different colors than A-E versions - Duke torso/Airborne legs/Cobra Soldier waist/Flash arms (Recoil rifle M16A1 rifle/M203 grenade launcher [dark gray], Duke/Airborne backpack [aqua blue/green], iron on patch [different colors--reflects "Gold Headed Steel Brigade" figure])

MISBaggie: **$235+-280**, MLC: **$150-180+**

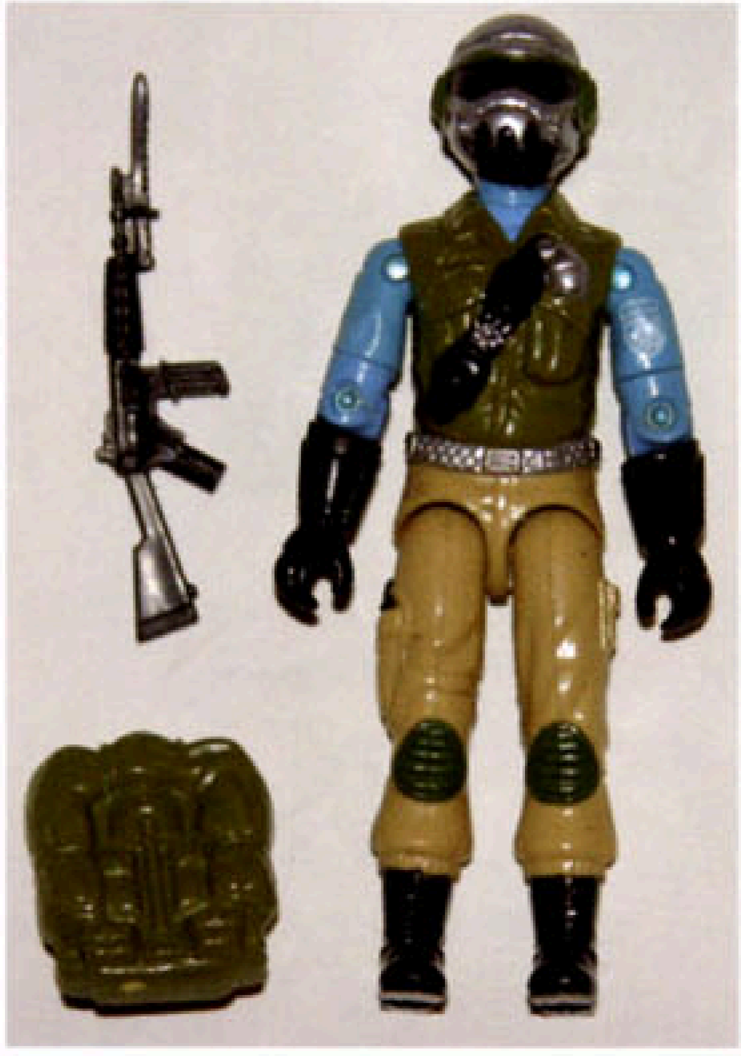
As a final note, there are three different versions of Steel Brigade file card (file sheets): FILE SHEET #1--the original light-tan sheet version Steel Brigade file card with light-gray "Traits," "Abilities," and "Personality" boxes (no Hasbro indicia in the bottom left, card number in bottom right); FILE SHEET #2--the second issue light-blue sheet version Steel Brigade file card with tan "Traits," "Abilities," and "Personality" boxes (Hasbro indicia in the bottom left, card's number in bottom left); FILE SHEET #3--the rarest Steel Brigade light-blue sheet version Gold Headed Steel Brigade file card (the image of the Steel Brigade trooper that is pictured on the card is indeed a Gold Headed variant) with brown "Traits," "Abilities," and "Personality" boxes (Hasbro indicia in the bottom left, card's number in bottom left).



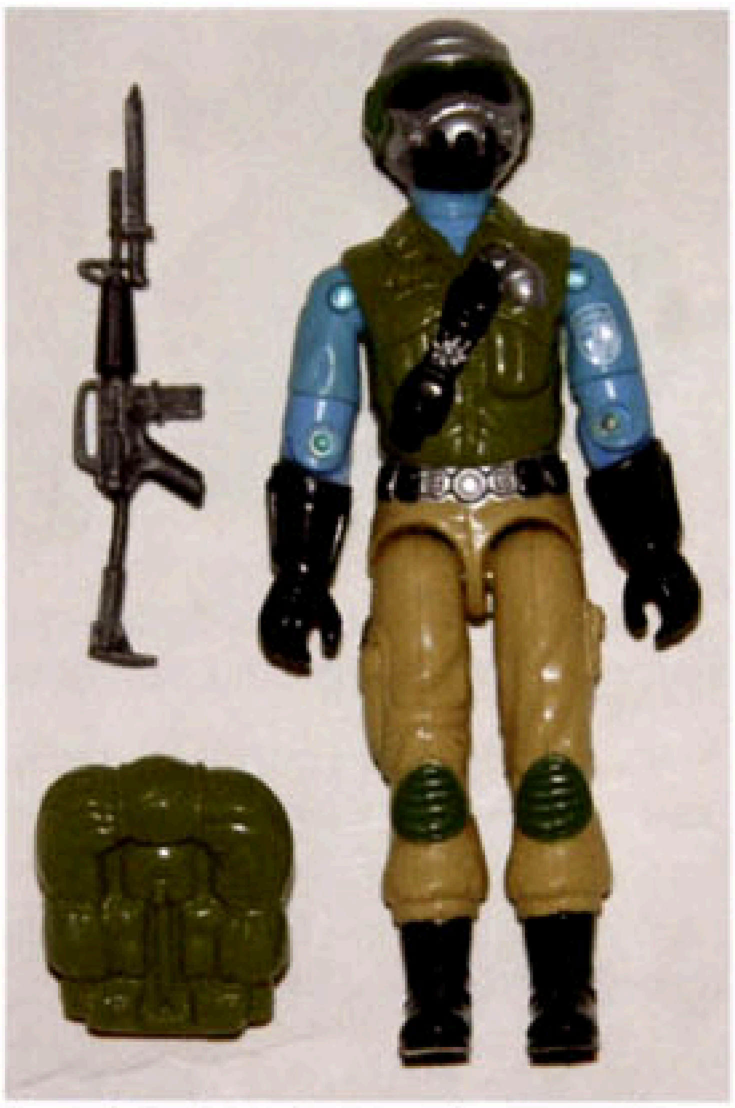
Steel Brigade Version "A" (Airborne torso)



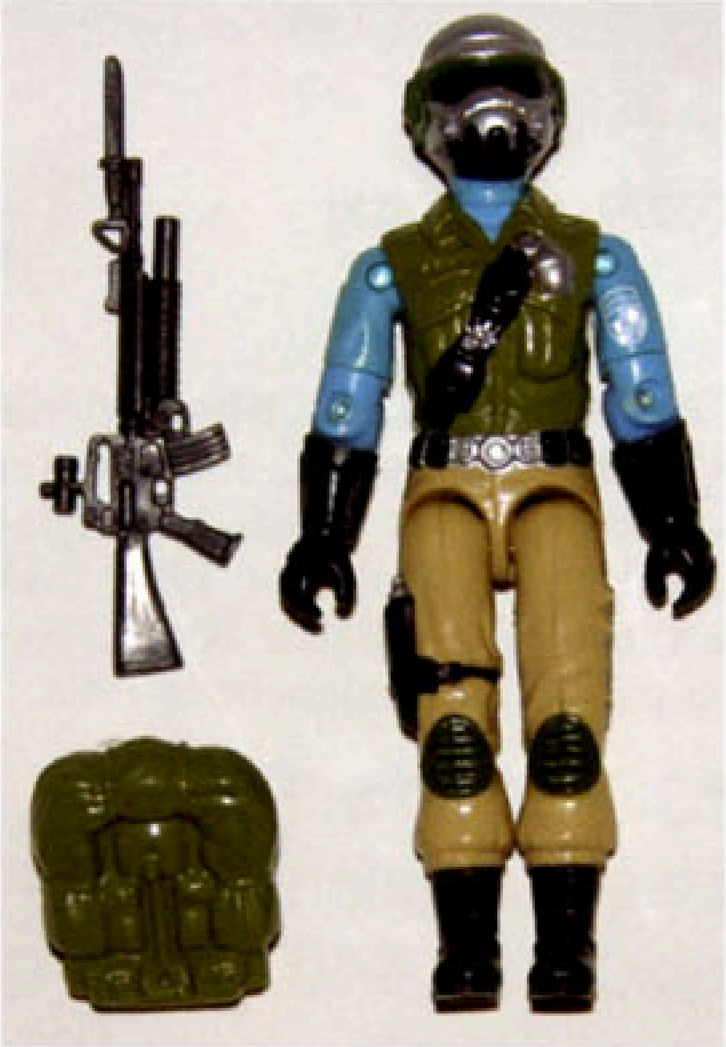
Steel Brigade Version "B" (Duke torso, Scrap-Iron legs, Gung-Ho waist)



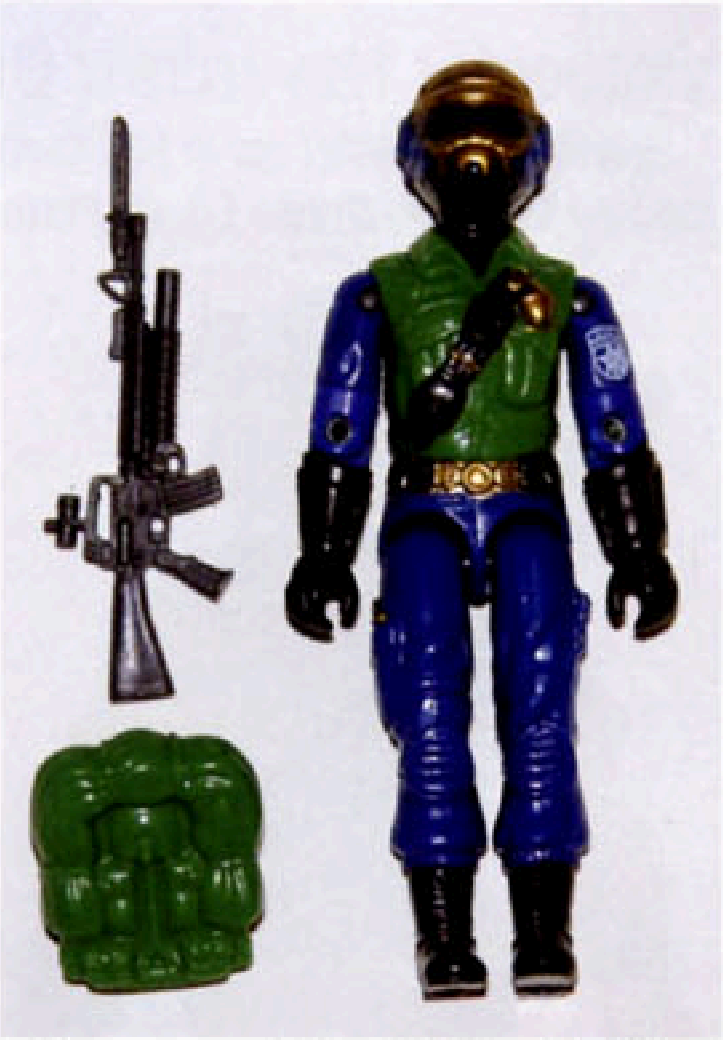
Steel Brigade Version "C" (Duke torso, Airborne legs, Gung-Ho waist)



Steel Brigade Version "D" (Duke torso, Airborne legs, Cobra [Soldier] waist)

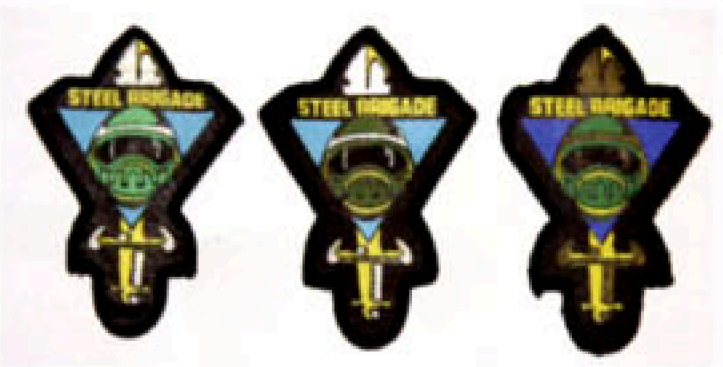


Steel Brigade Version "E" (Duke torso, Scrap-Iron legs, Cobra [Soldier] waist)



Ultra-rare "Gold Headed" Steel Brigade, Version "F"

The three Steel Brigade file card variations.

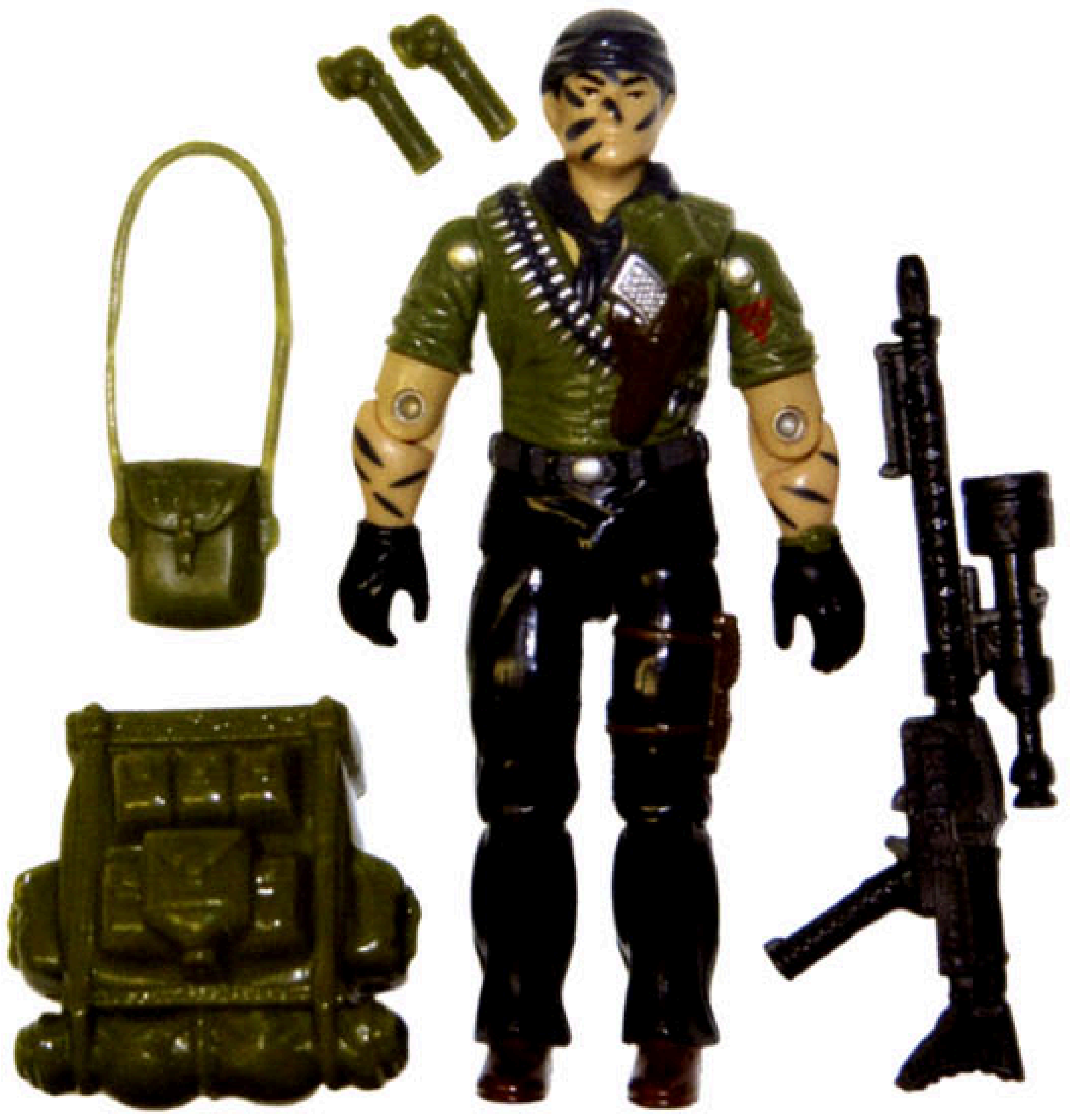


The three Steel Brigade patch variations.

Tunnel Rat

E.O.D. (Explosive Ordnance Disposal)

(Includes: Satchel, Air-Cooled 7.62mm Machine Gun with Infrared Scope, Tunnel Floodlight System with Two Detachable Halogen Hand Lamps)



Tunnel Rat's action figure is a very popular one, and was a brisk seller off retail pegs and on the current secondary market.

Tunnel Rat appeared in both the Marvel comic book and in *G.I. Joe: The Movie* (1987). Collectors will note that Tunnel Rat's visage was modeled after G.I. Joe comic book writer and dossier-drafter Larry Hama (a veteran who shares a similar military specialty with the character: Combat Engineer).

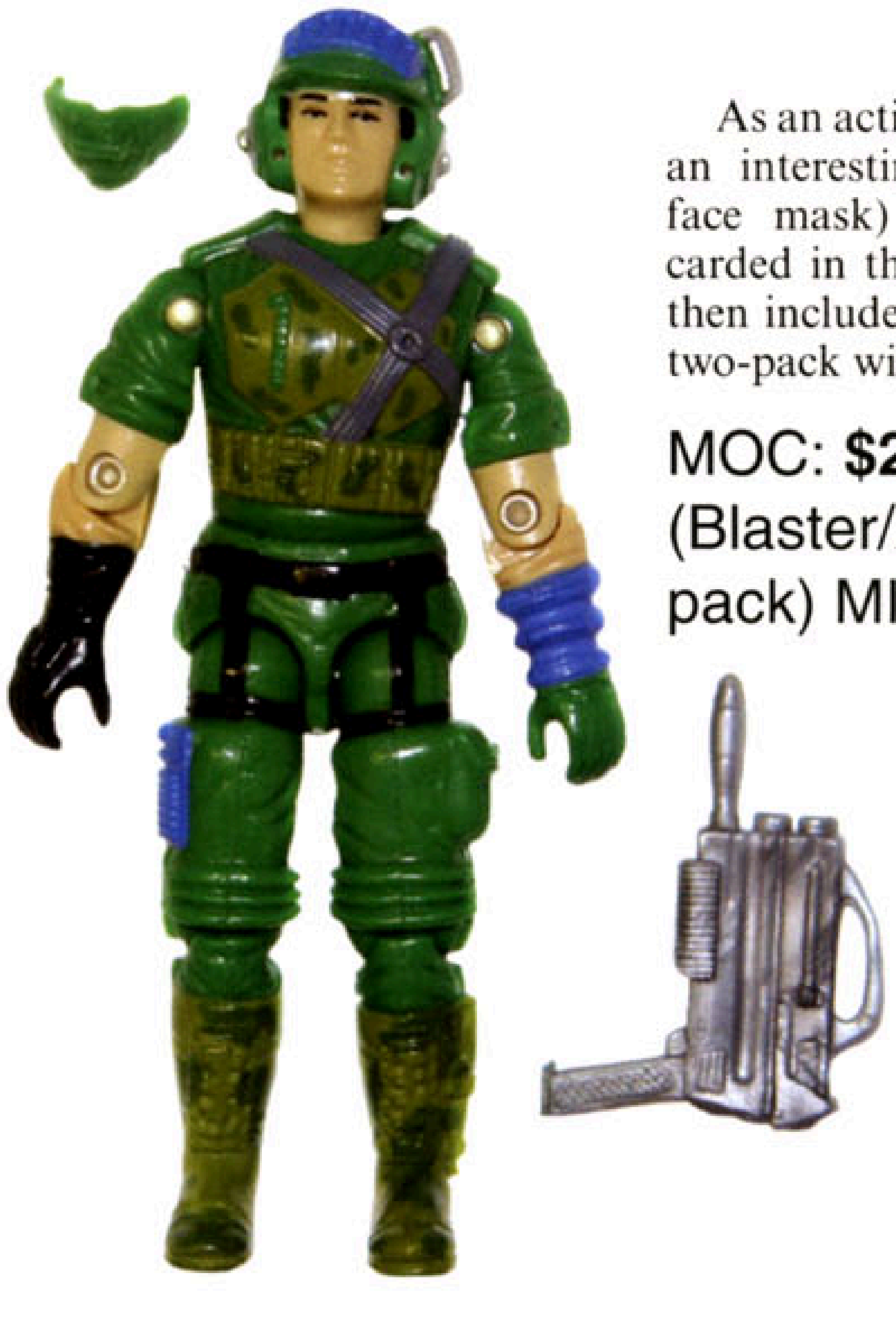
MOC: **$60-80**, MLC: **$6-10**

Blaster

Vindicator Hovercraft Diver

(Individually Carded and in Two-Pack)

(Includes: Infra-Green Laser Pistol [DK-528], Face Mask)



As an action figure, Blaster (with an interesting green, soft plastic face mask) was released single-carded in the winter of 1987, and then included in Battle Force 2000 two-pack with Avalanche in 1988.

MOC: **$20-25**, MLC: **$8,** (Blaster/Avalanche two-pack) MIP: **$40**

Battle Force 2000

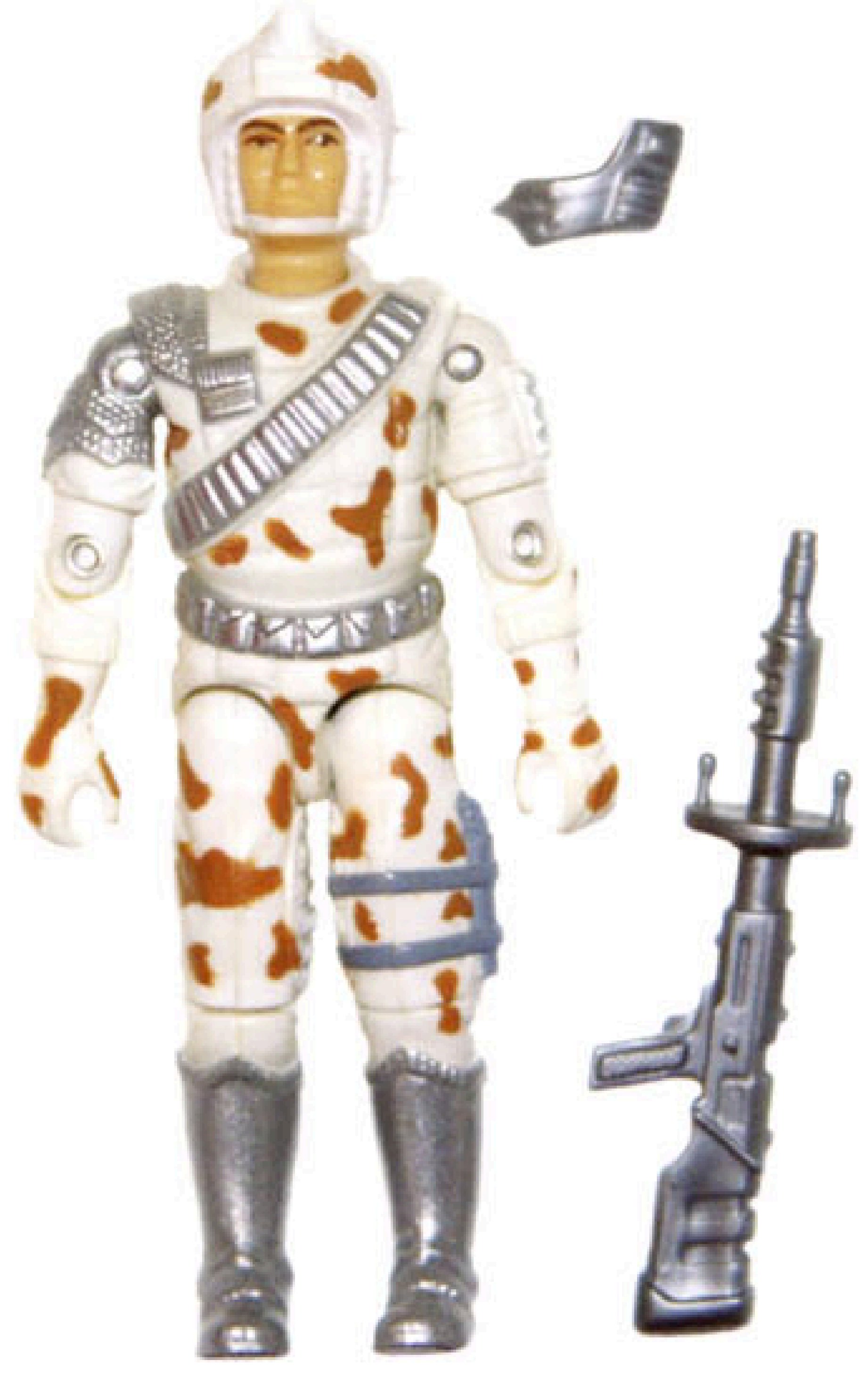
"Battle Force 2000… The walking, breathing proving grounds for tomorrow's battlefield technology today! Highly-trained specialists entrusted with one-of-a-kind, state-of-the-art prototypes. Their mission… to support G.I. Joe and field-test experimental equipment under battlefield conditions!"

Avalanche

Dominator Snow Vehicle Driver

(Individually Carded and in Two-Pack)

(Includes: P-480 Sub-Zero Stun Gun, Microphone)



According to his prototype dossier, Avalanche's alternate code names were Chill-Out, Glacier, and North-Wind. As an action figure, Avalanche's microphone is easily removable and frequently missing in loose samples. Avalanche was released single-carded in the winter of 1987, and then included in Battle Force 2000 two-pack with Blaster in 1988.

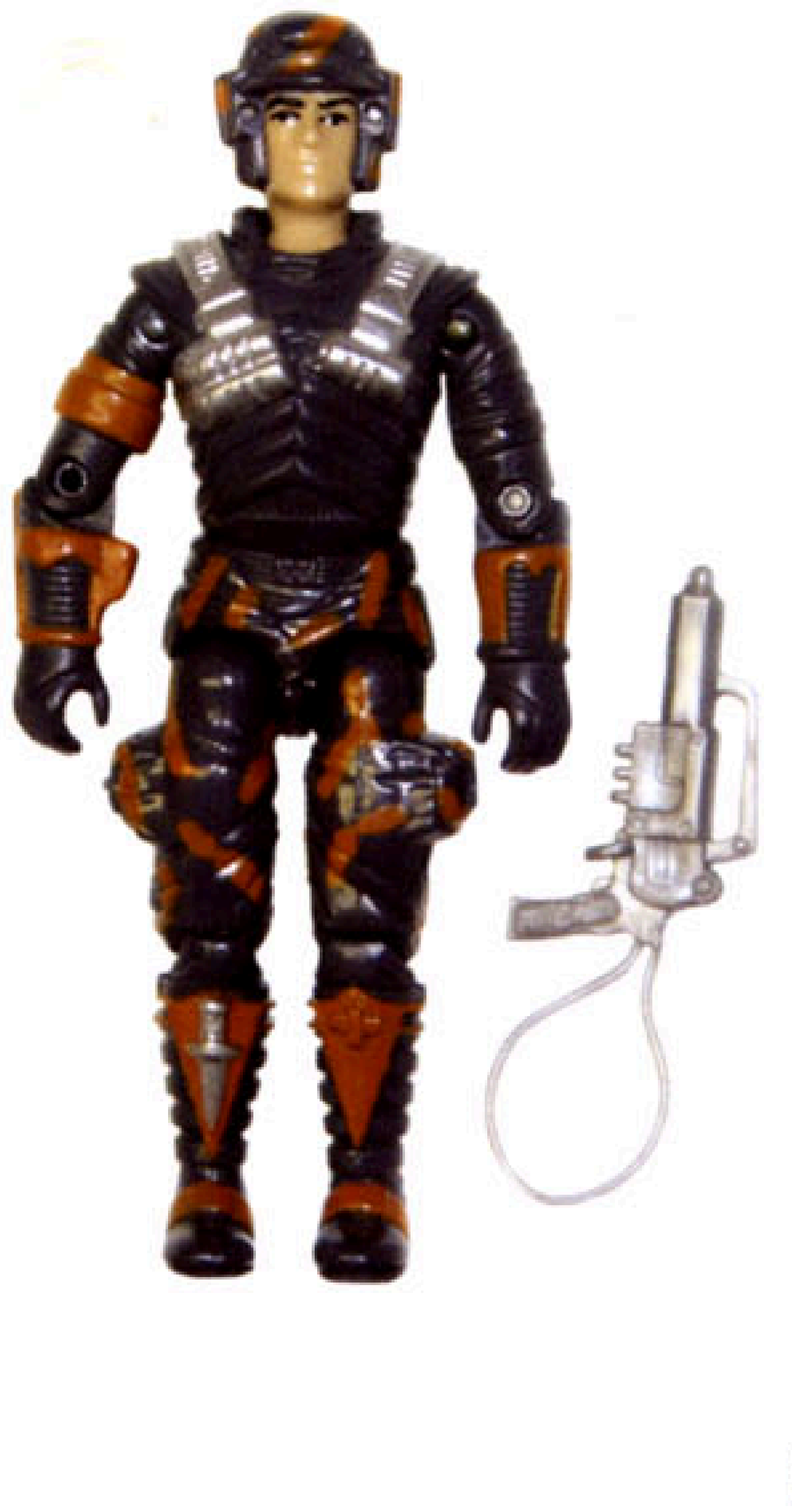
MOC: **$20-25**, MLC: **$8,** (Avalanche/Blaster two-pack), MIP: **$40**

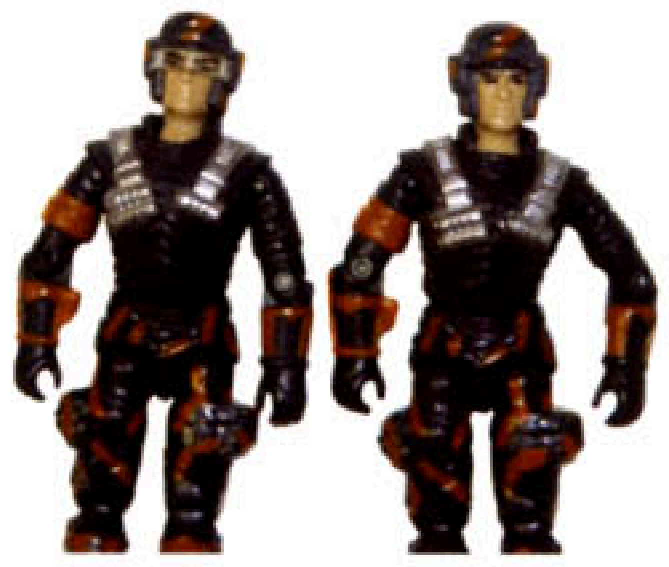
Blocker

Eliminator Four-Wheeled Vehicle Driver

(Individually Carded and in Two-Pack)

(Includes: XL-13 Light Refraction Submachine Laser, [Visor])





Blocker visor variations.

As an action figure, there are two different variations of the figure: with or without a clear visor accessory. Blocker was released single-carded in the winter of 1987, and then included in a Battle Force 2000 two-pack with Maverick in 1988.

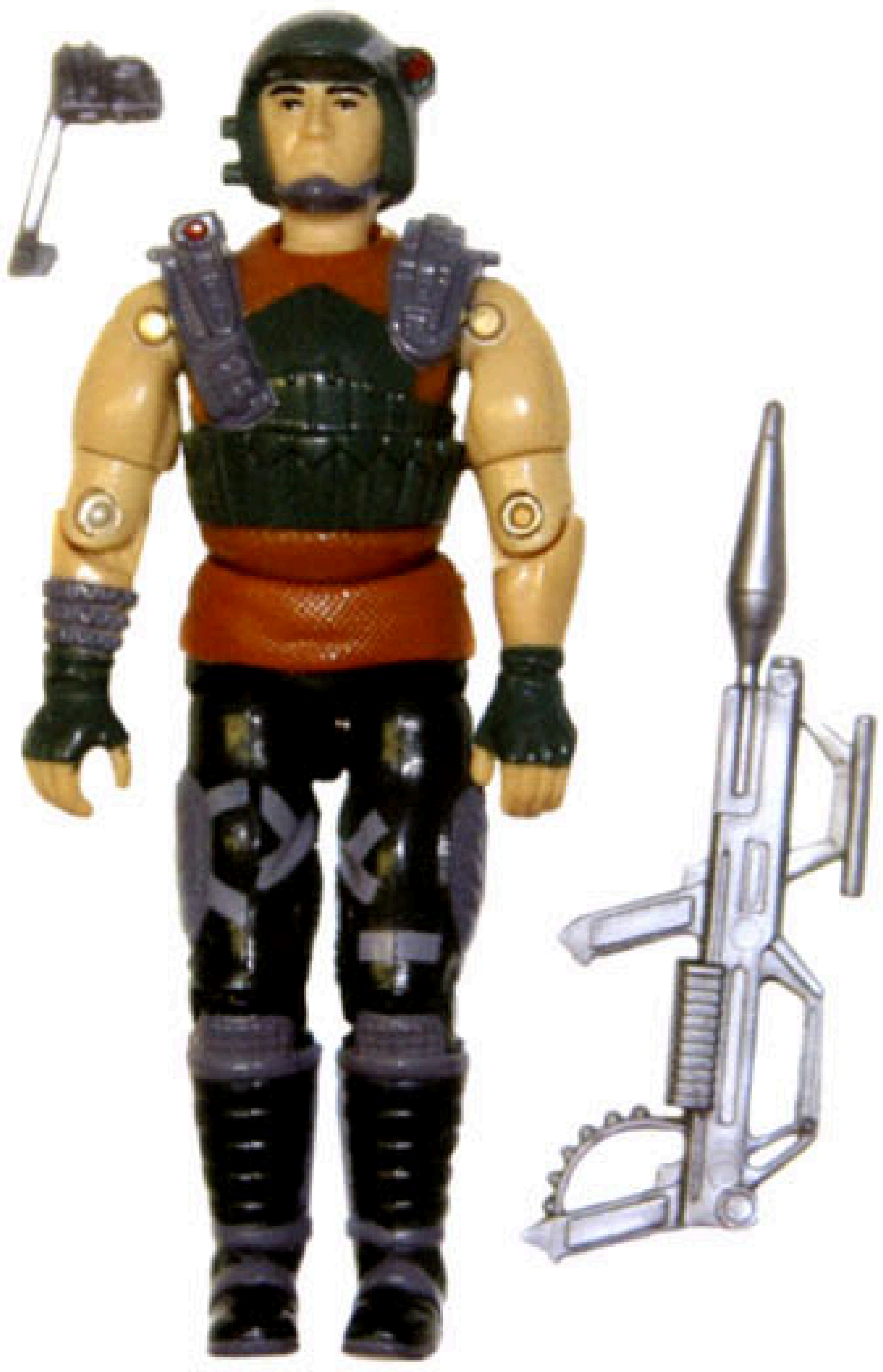
MOC: **$20-25**, MLC: **$8,** (Blocker/Maverick two-pack) MIP: **$40**

DODGER

Marauder Half-Track Driver

(Individually Carded and in Two-Pack)

(Includes: Ultra-Sonic Photon Rifle, Microphone)



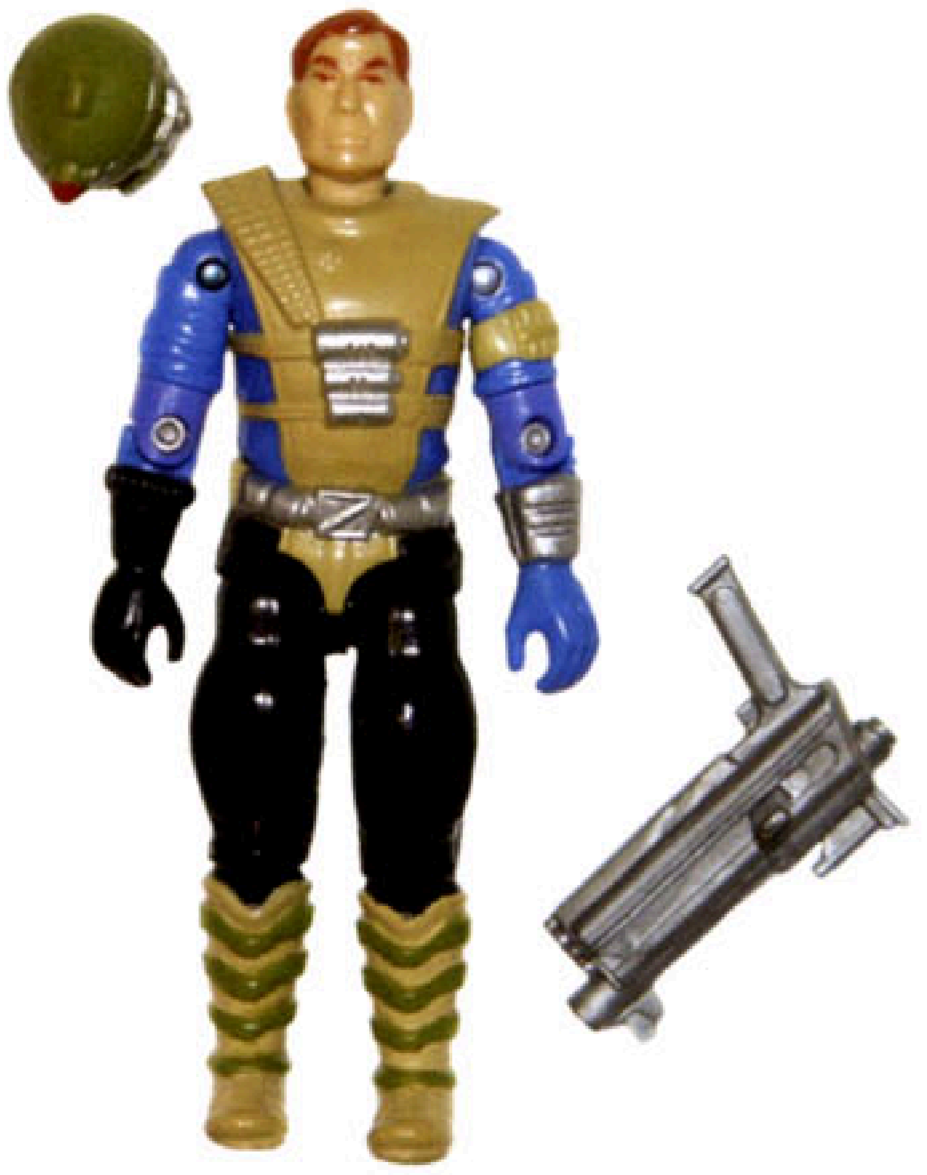
As an action figure, Dodger was released single-carded in the winter of 1987, and then included in a Battle Force 2000 two-pack with Knockdown in 1988.

MOC: **$20-25**, MLC: **$8,** (Dodger/Knockdown two-pack) MIP: **$40**

KNOCKDOWN

Sky-Sweeper Anti-Aircraft Driver/Anti-Aircraft Specialist (Individually Carded and in Two-Pack)

(Includes: Experimental Ground to Air Pistol, Helmet)



Knockdown (prototype code names: Swatter, Fly-Trap) was released on a single-card in the winter of 1987, then included in a Battle Force 2000 two-pack with Dodger in 1988.

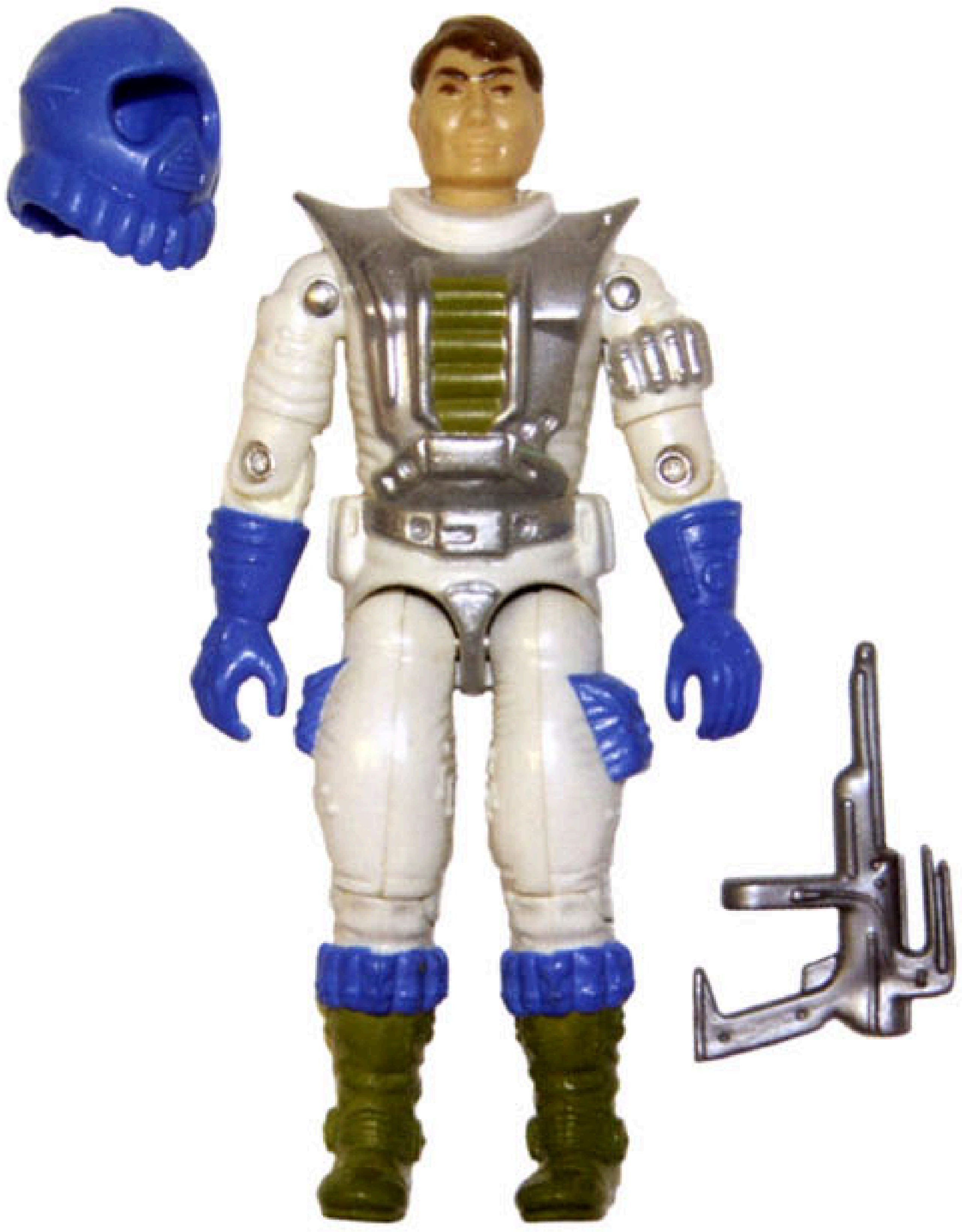
MOC: **$20-25**, MLC: **$8,** (Dodger/Knockdown two-pack) MIP: **$40**

MAVERICK

Vector Jet Fighter Pilot

(Individually Carded and in Two-Pack)

(Includes: Semi-Automatic Machine Pistol, Helmet)



Maverick's prototype code names were Cloud-Buster, Cloud-Jammer, Mach-Buster, and Vortex, and his prototype file name was Patterson D. Wright (as opposed to the mass-produced Thomas Kiley)--alluding to Wright-Patterson Air Force Base.

His Peer Personality Profile describes Maverick's lifelong love of flying: "He's a natural flyer. He can't remember a time when he wasn't flying. Honest. You see, his mom flew a crop duster all across the corn belt. An old Stearman bi-plane. This was back before day-care, right? She'd just strap him in the front seat in his Dr. Denton flying suit and take off for a day of dusting bollworms [the common term for any larva that attacks crops] He must have been nine before he was able to see over the edge of the cockpit!" As an action figure, Maverick was released single-carded in the winter of 1987, and then included in a Battle Force 2000 two-pack with Blocker in 1988.

MOC: **$20-25**, MLC: **$8,** (Maverick/Blocker two-pack) MIP: **$40**

Sgt. Slaughter's Renegades

Mercer, Red Dog, and Taurus (three-pack)

The Sgt. Slaughter's Renegades (defined on the card front as--"n[oun]: an individual who rejects lawful or conventional behavior") three-pack describes the function of this team on its package back: "There comes a time when even the Joes, with the highest standards of military discipline, must resort to 'unconventional' tactics in order to successfully complete a mission. The Renegades are the Joes' answer to offensive bullying. This highly secretive branch of G.I. Joe is made up of men who are not your typical Joe. They're tough, unruly, and most importantly, willing to take on 'secret' missions the Joes might deem 'out of character.'"

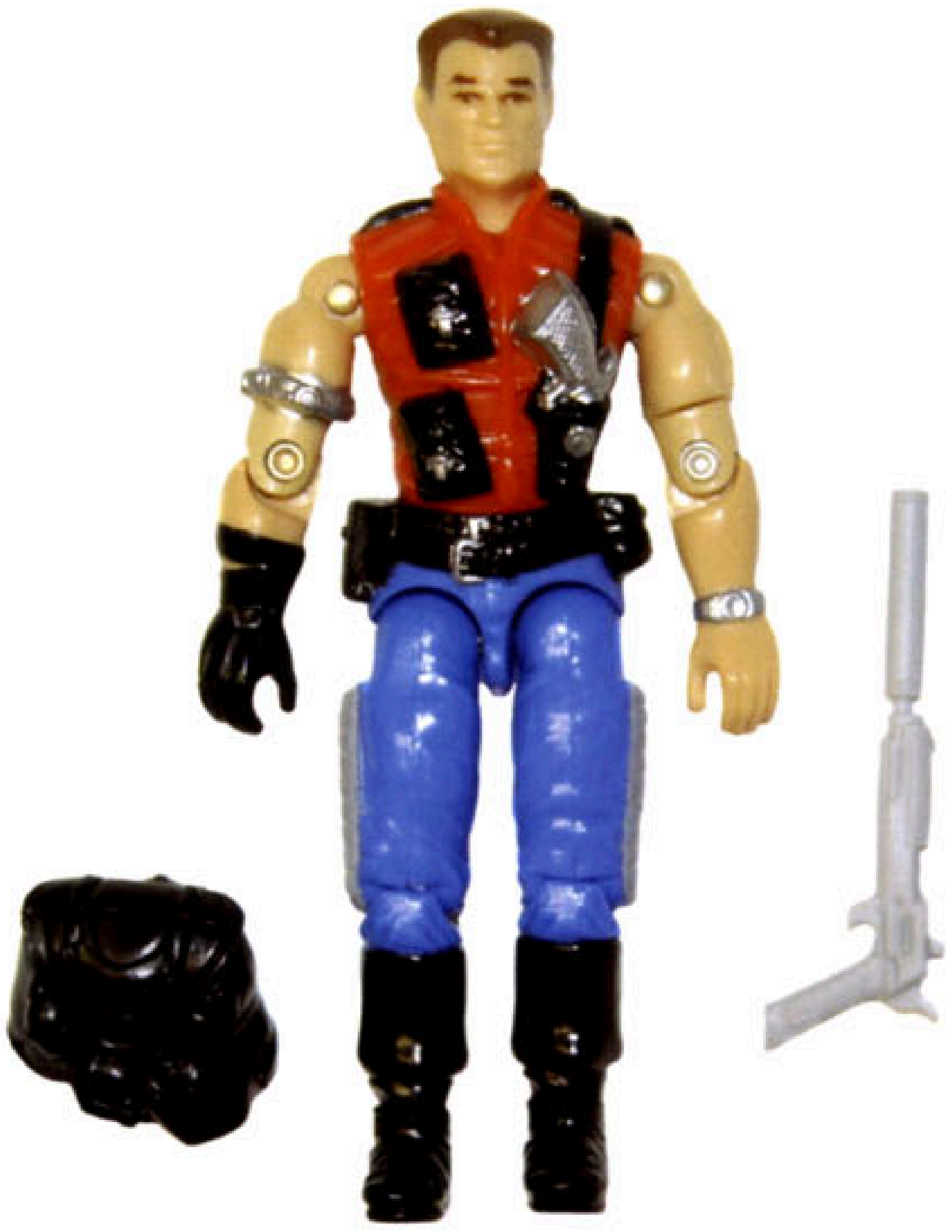
"The Renegades have an eclectic variety of backgrounds including an ex-Cobra Viper, an ex-professional football star, and a gypsy acrobat from Istanbul. All are dedicated to the G.I. Joe cause but loyal only to themselves. There is no other chain of command. The Renegades are hardened, unyielding, and the tour-de-force of counter-Cobraism."

MOC: **$45-70**, MLC: **(full set of three figures) $22-28**

Mercer

Renegade

(Includes: .45 Caliber Pistol w/Silencer, Backpack)



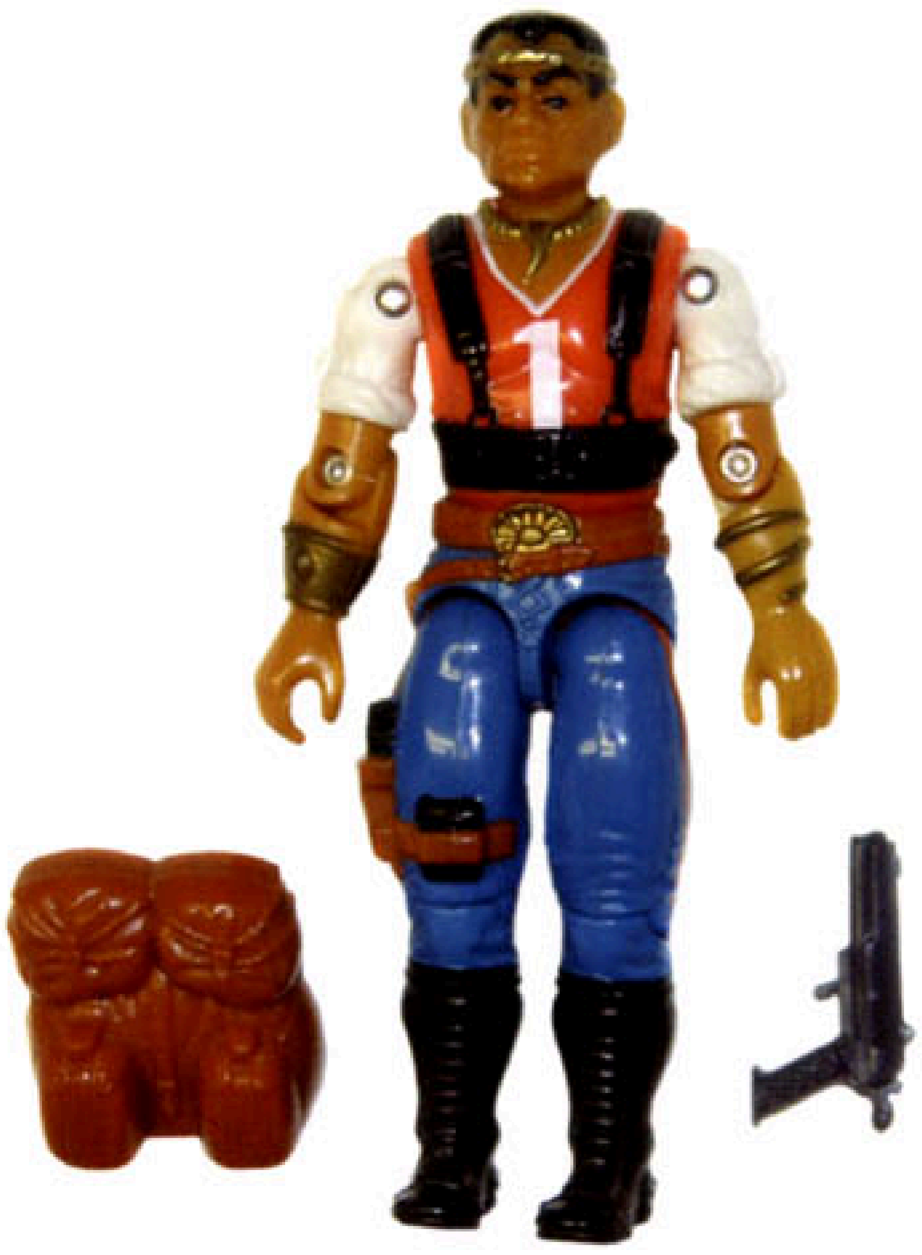
The reference to "Cobra Island" in Mercer's dossier warrants an explanation, for in 1986 one of the promotional games included in G.I. Joe toy packages was a "Live the Adventure: Invade Cobra Island" promotional folder + map. According to the Marvel Comics continuity, Cobra Island was a base of operations for Cobra Command located in the Gulf of Mexico. The island was created by a Crimson Guardsman who masterminded a plan to trick the G.I. Joe Team into dropping a massive amount of conventional bombs onto an impenetrable Cobra underwater bunker. The bombs detonated and the resulting explosion triggered a fault line to release land, causing the earth to rise from the sea bed and break the surface. After the land mass cooled and became stationary, this plot was dubbed "Cobra Island" at the flag-planting ceremony signaling the completion of a successful Cobra mission. At the moment of the island's creation, Cobra's lawyers were poised to obtain sovereignty for the new country through the United Nations.

MOC: **N/A**, MLC: **$8**

Red Dog

Renegade

(Includes: .45 Caliber Pistol, Backpack)



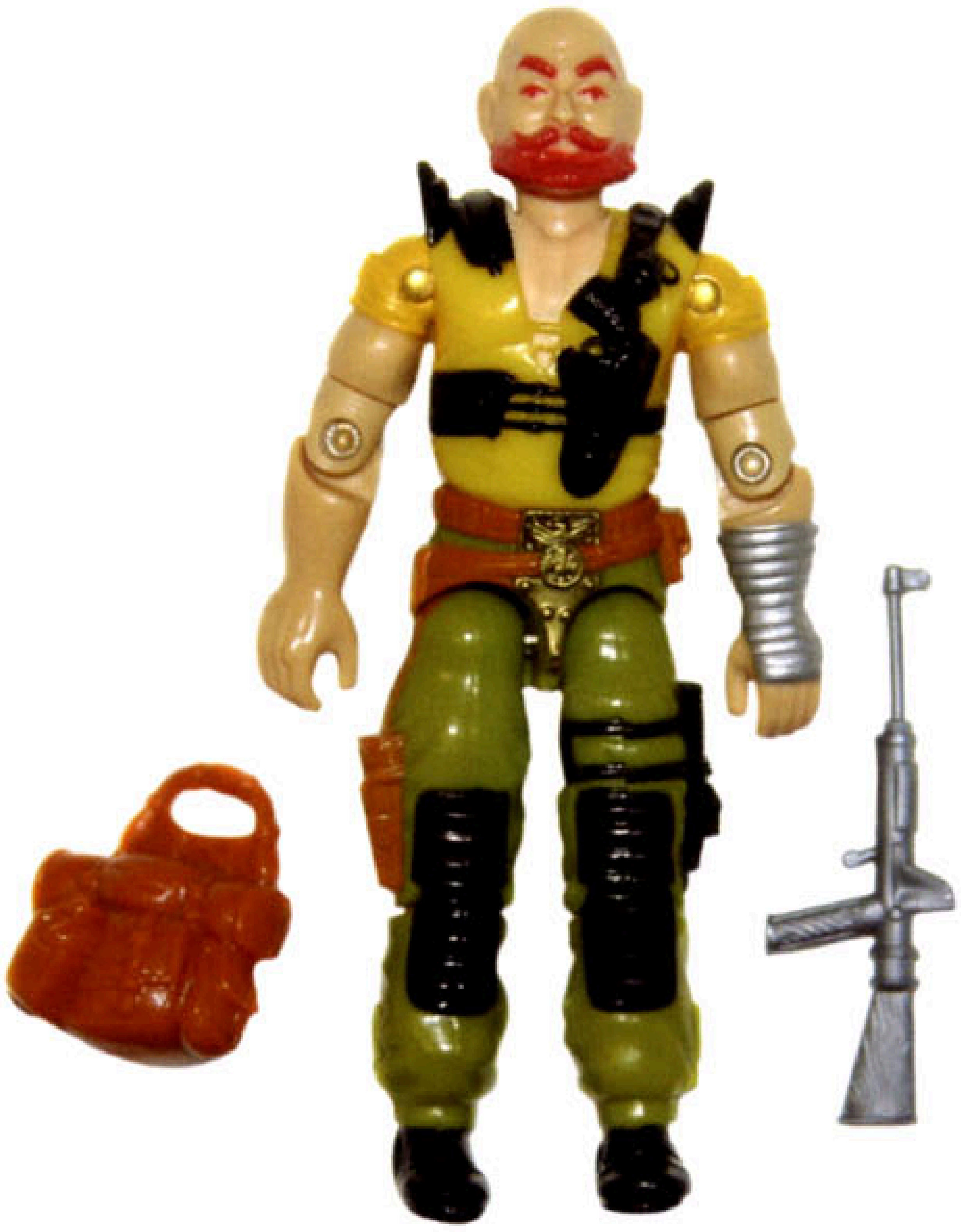
Red Dog was a former barefoot place kicker in the NFL whose file name, "David Taputapu," is an allusion to his village-area birthplace of Pago Pago, (in American) Samoa--for, Cape Taputapu is located on Tutuila Island, the main island of Samoa.

MOC: **N/A**, MLC: **$8**

Taurus

Renegade

(Includes: Pistol with Stock, Backpack)



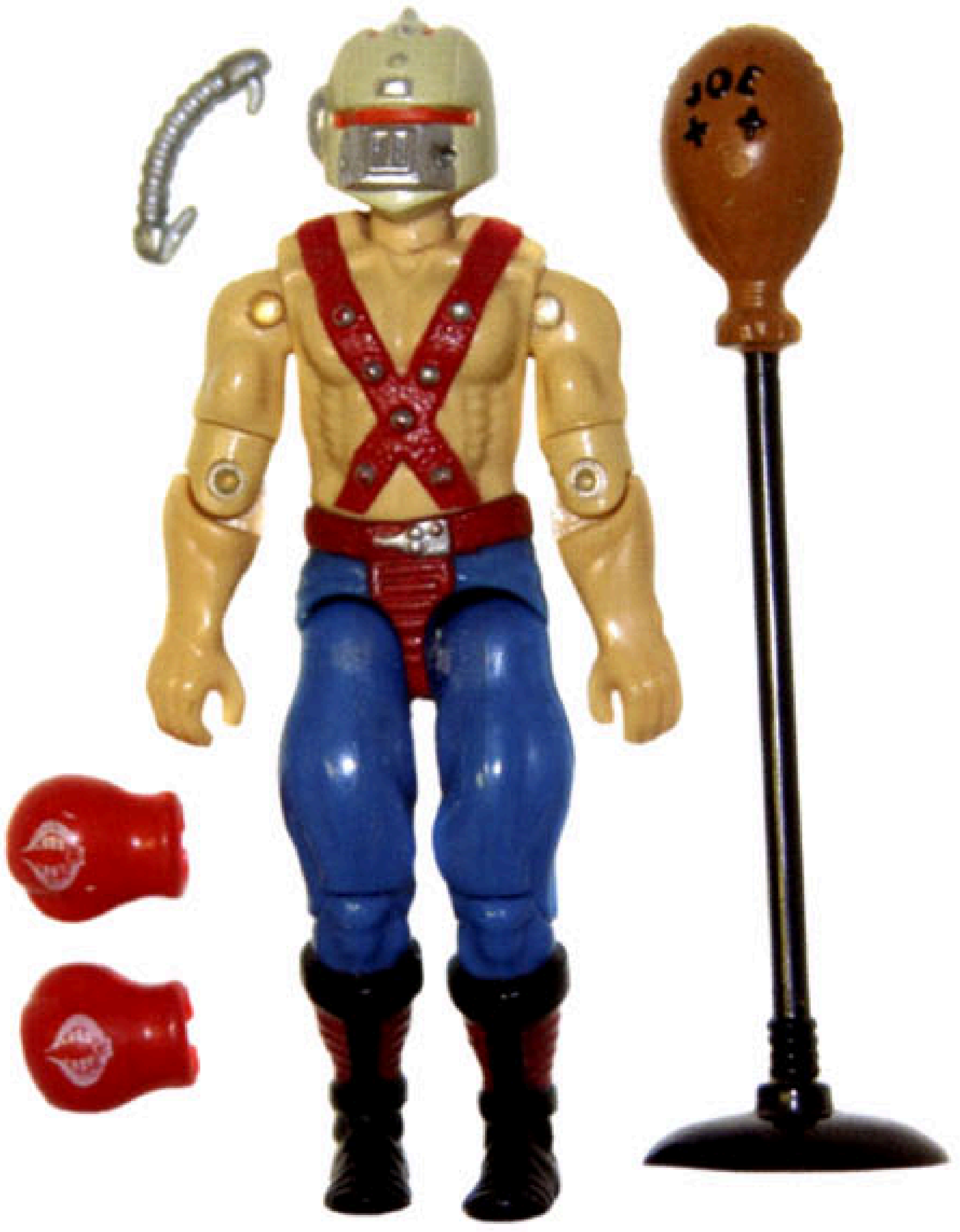
Although Taurus impressed the G.I. Joe organization with his acrobatic and linguistic prowess as a member of the Renegades ("...[who are] paid through a special fund ear-marked for 'Pentagon Pest Control'..."), he is still basically "...an animal. He stops hockey-pucks with his forehead and opens bottles with his nostrils. Luckily for us, he does everything the Sarge tells him!"

MOC: **N/A**, MLC: **$8**

Big Boa

Cobra Trainer

(Includes: Punching Bag w/Stand, Hose, Two Boxing Gloves)



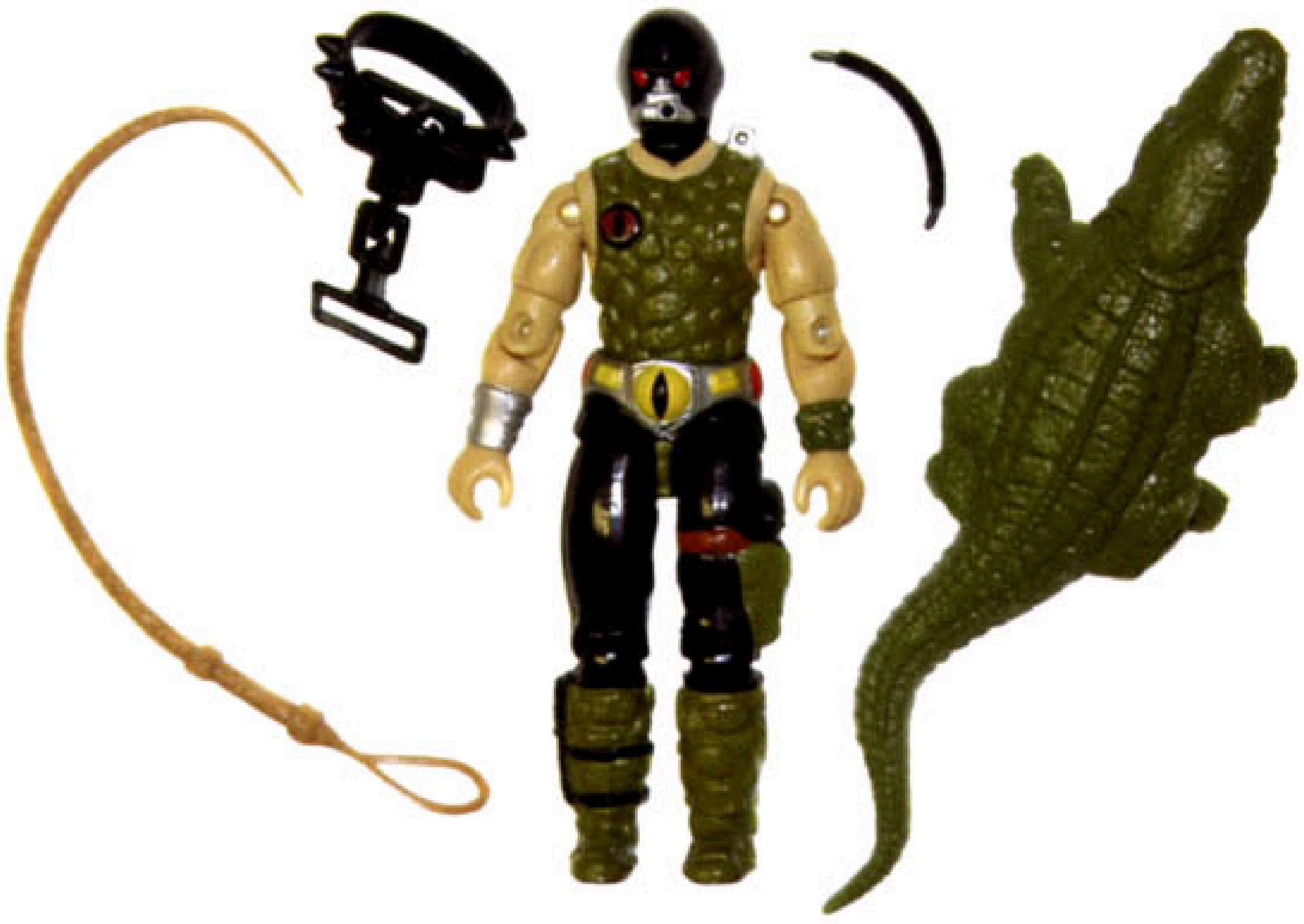
With the prototype code names of Snake-Charmer and "Big Bad" Big Boa was Cobra's first troop trainer (similar to the G.I. Joe Team's Sgt. Slaughter [1985] or The Fridge [1986]), and functioned as a "brutal and unfeeling taskmaster... [with] a voice like a bullhorn and fists the size of frozen turkeys and the disposition of a rabid grizzly bear" (from the prototype file card).

MOC: **$38-60**, MLC: **$8-10**

Croc Master

Cobra Reptile Trainer

(Includes: Crocodile, Binder Cable, Neuro-Lash, Hose)

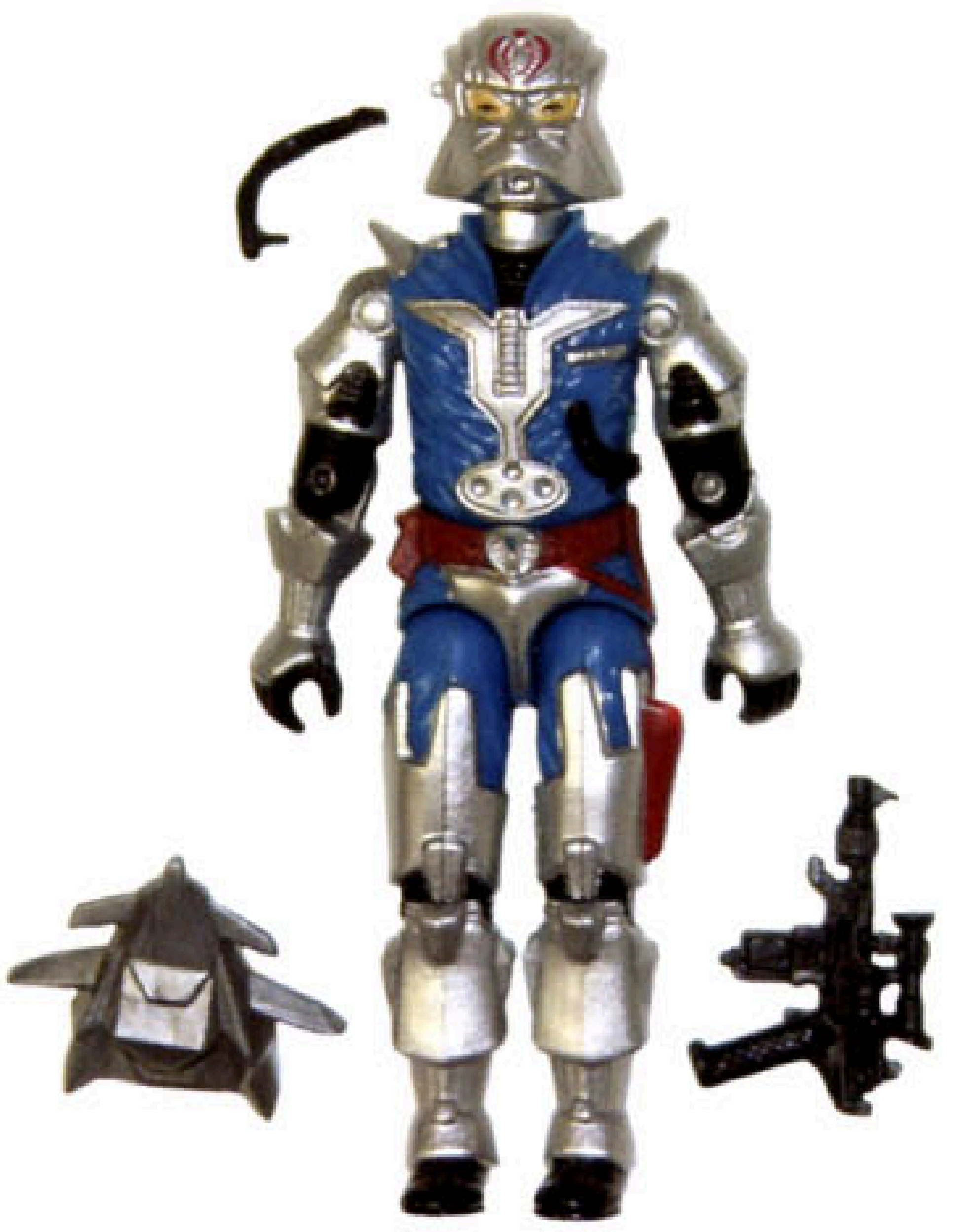


An odd-looking action figure, Croc Master is nonetheless an iconic and popular toy--although inexpensive--among collectors.

MOC: **$35-50**, MLC: **$8-12**

Cobra Commander (w/Battle Armor)

(Includes: Auto Assault Pistol, Life Support Backpack, Hose)



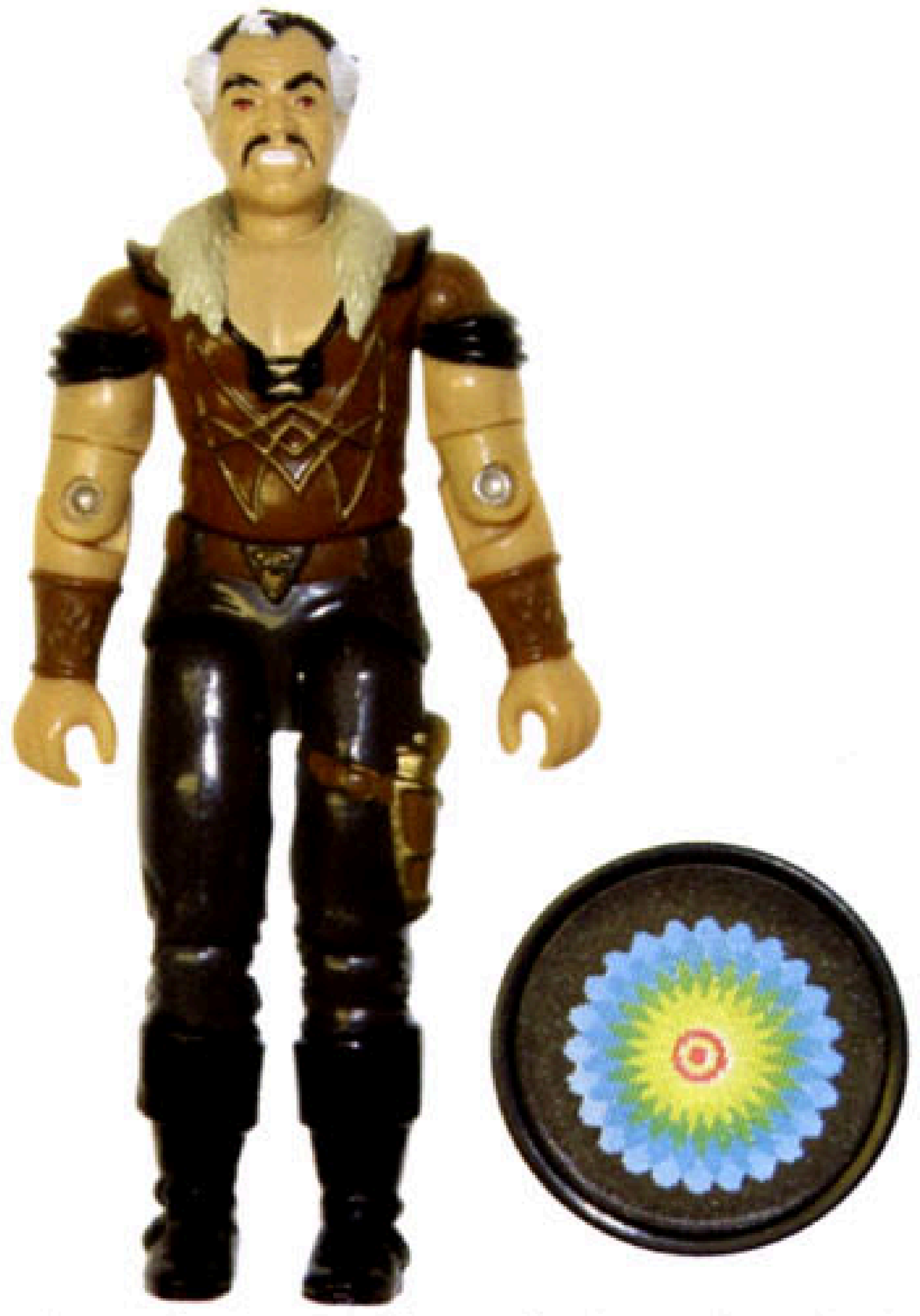
This is the first figure in the line that actually lists this character as Cobra Commander, and not "Enemy Leader" (1982, 1984). In the Marvel comic book, the Cobra agent who wore this suit of battle armor was not the real Cobra Commander, but an imposter (a Crimson Guardsman clone from the "Fred" series [Fred VII, see *G.I. Joe* #64, Marvel Comics]); eventually the true Commander would return to power (*G.I. Joe* #98). For more information on Cobra Commander, see Enemy Leader, 1982, 1984.

MOC: **$40-65**, MLC: **$6-10**

Crystal Ball

Cobra Hypnotist

(Includes: Reflected Light Pulse Modulator [Hypno-Shield])



Many rumors surround the creation of Crystal Ball (according to most collectors, the most maligned action figure in the vintage line), but it was indeed Hasbro who presented Larry Hama with an artist's rendering of the character for the writer to draft a biography. Here is Crystal Ball's file card as originally written by Mr. Hama, one that never saw production:

"Code Name: Trance-Master (alt. names: Prof. Id, Mesmeron, The Gazer). A one-time theatrical hypnotist and encyclopedia salesman, Trance Master had traveled to India to find new inspirations to spice up his act. In a remote mountain village, he was taken in by an evil band of occult priests who taught him ancient and terrible forms of hypnosis and mind control! Returning to the West, he used his new powers to subvert and take over large corporations until his activities conflicted with similar Cobra operations. Realizing that Cobra was too big for him to tackle alone, Trance-Master decided to join them rather than fight them. If you saw a photograph of Trance-Master, you would think he was a mousy little unimposing wimp. If you met him face-to-face, you'd walk away impressed by his dynamic personality and dashing good looks. You might also find that you had purchased an encyclopedia for some unknown reason!"

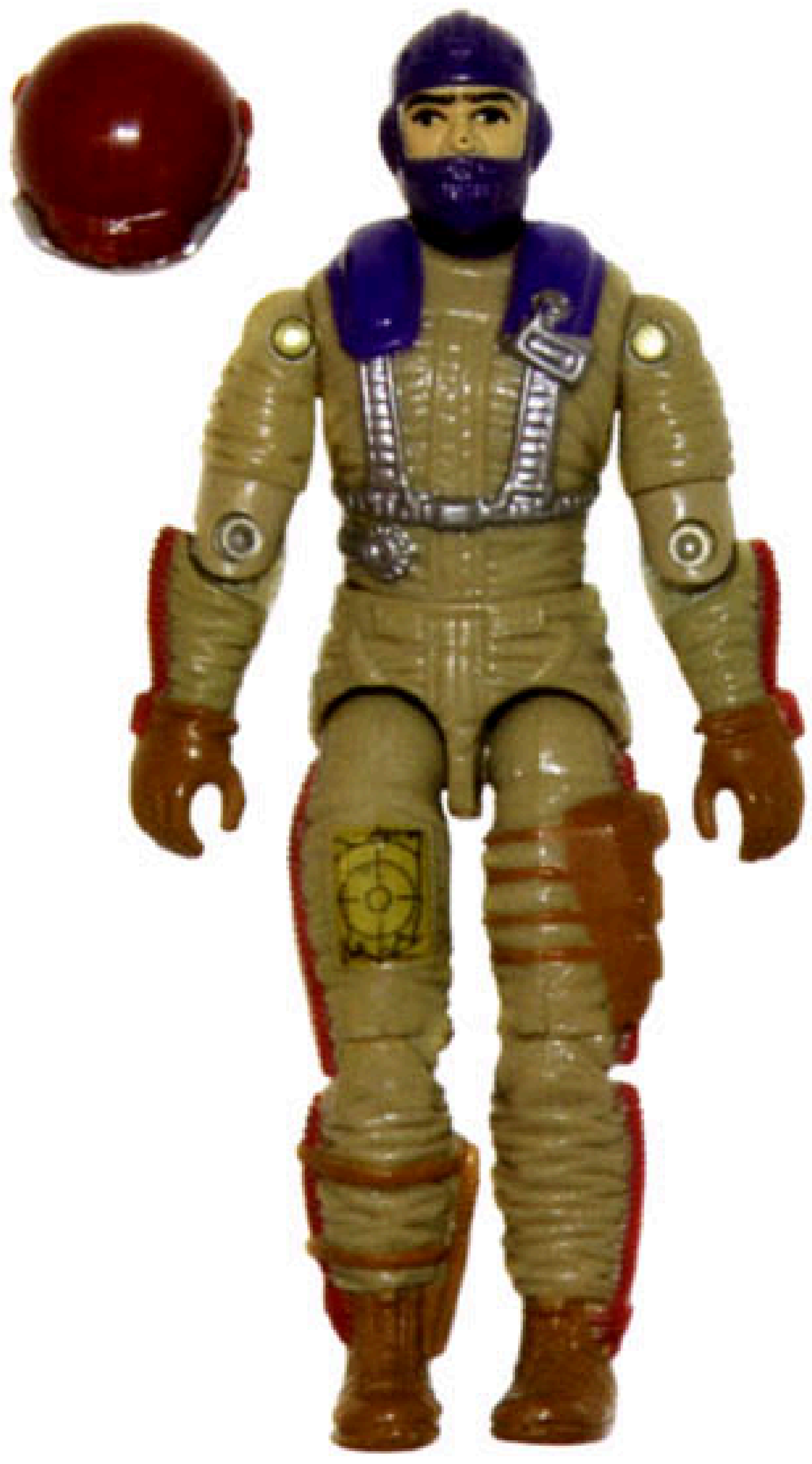
MOC: **$16-22**, MLC: **$6-8**

GYRO-VIPER

Mamba Driver

(Includes: Helmet)

Included with the Cobra Mamba.



Gyro-Vipers (alternate code name: Rotor-Vipers; from the prototype dossier), were the newest corps of Cobra pilots in 1987, a contingent of troopers who were experienced at flying fast, maneuverable, light-armored helicopters.

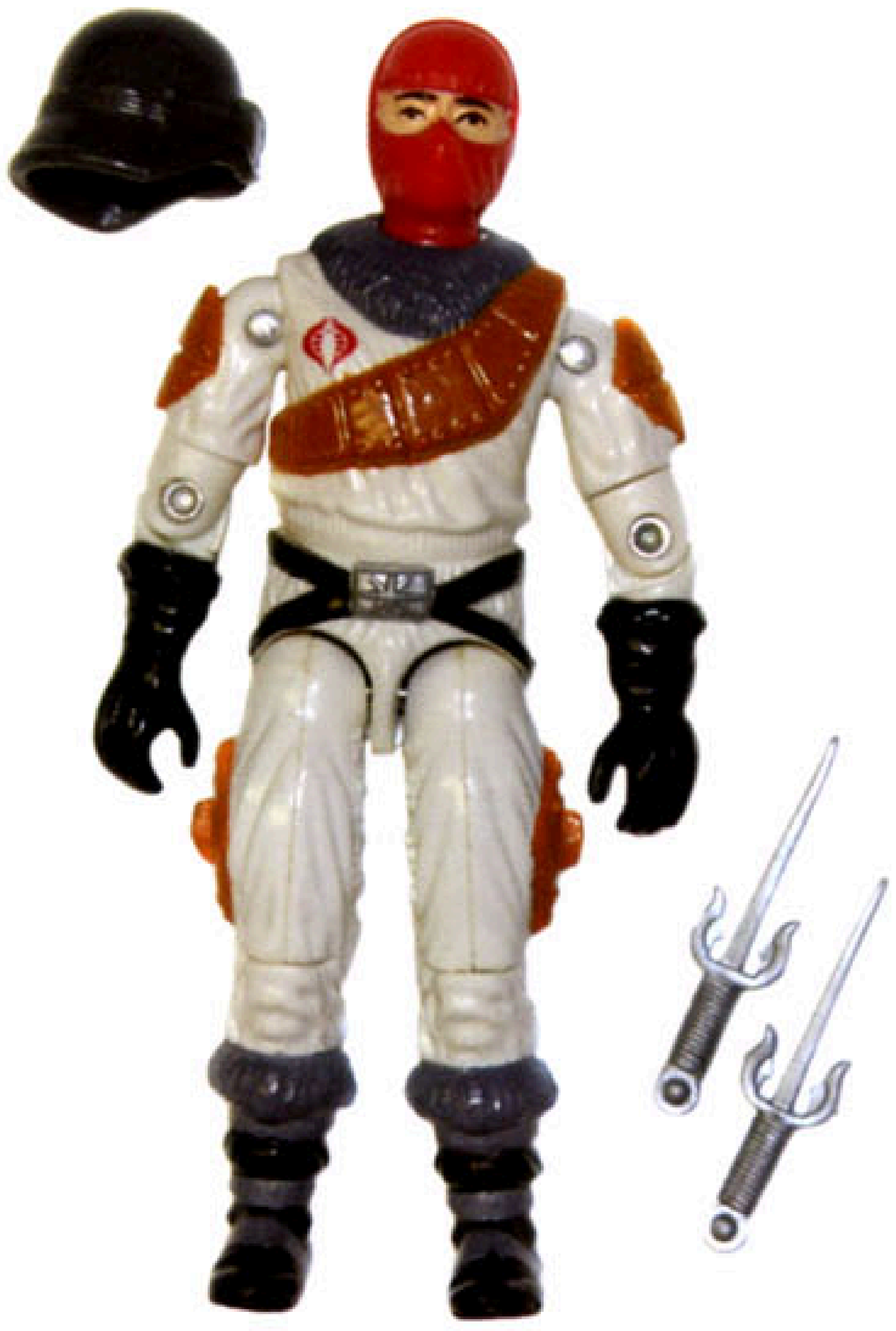
MOC: **N/A**, MLC: **$10**

ICE VIPER

Cobra WOLF Driver

(Includes: Helmet, Two Sais)

Included with the Cobra WOLF.



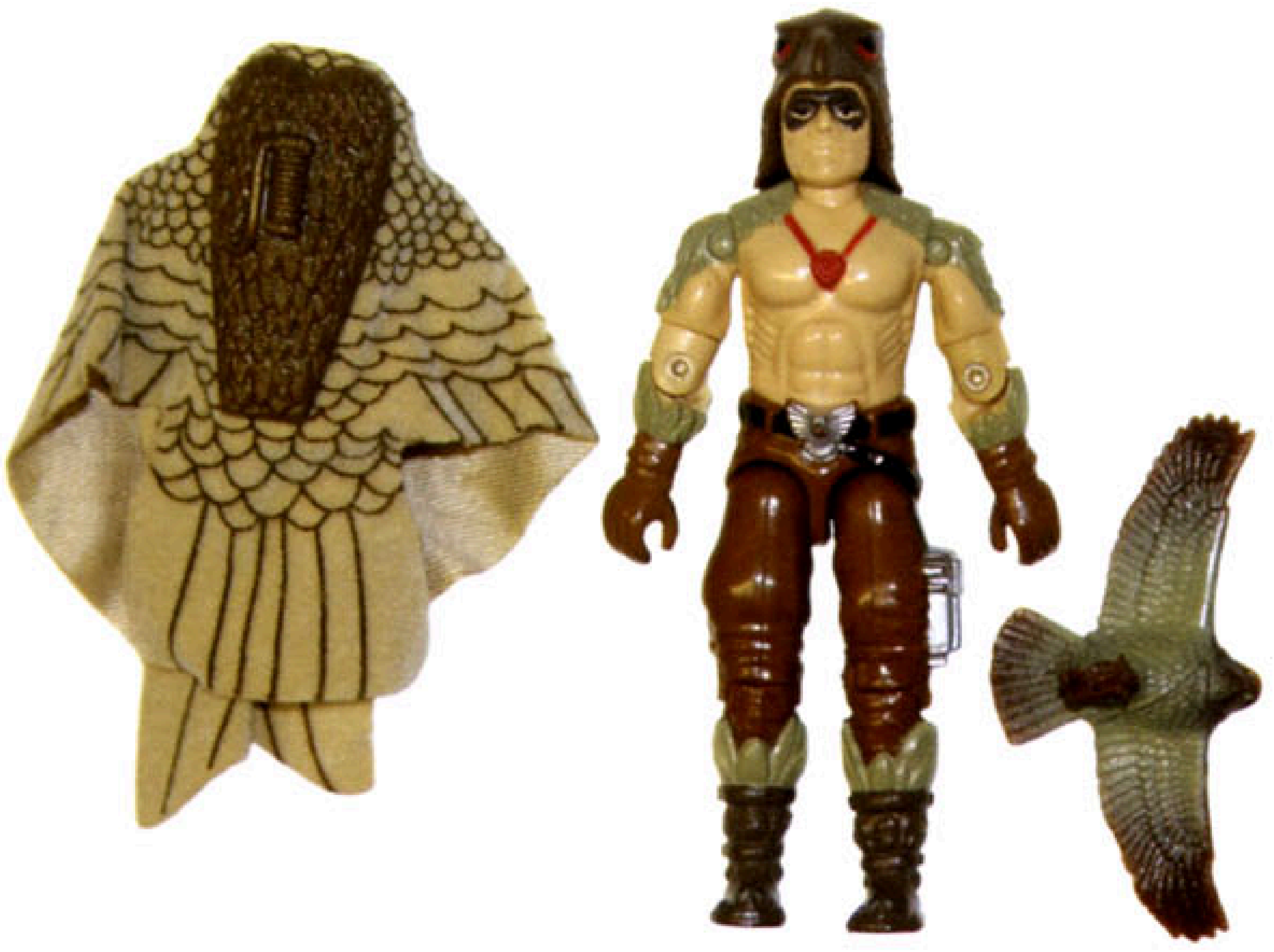
Ice Vipers (prototype code-names: Werewolves and Were-Walruses), are brisk sellers on the secondary market because of their intricate accessories--and the fact that their two (2) sais can be attached to the figure's thighs when not in use.

MOC: **N/A**, MLC: **$12-16**

RAPTOR

Cobra Falconer

(Includes: Ultralight Air Foil System, Falcon [Talon])



Raptor (whose prototype code names were Peregrine, Gos, and Skree), like Crystal Ball (1987) and Croc Master (1987), is one of the odder-looking G.I. Joe figures, for his ultralight air foil system mimics the look of falcon wings.

MOC: **$28-40**, MLC: **$8-10**

SEA SLUG

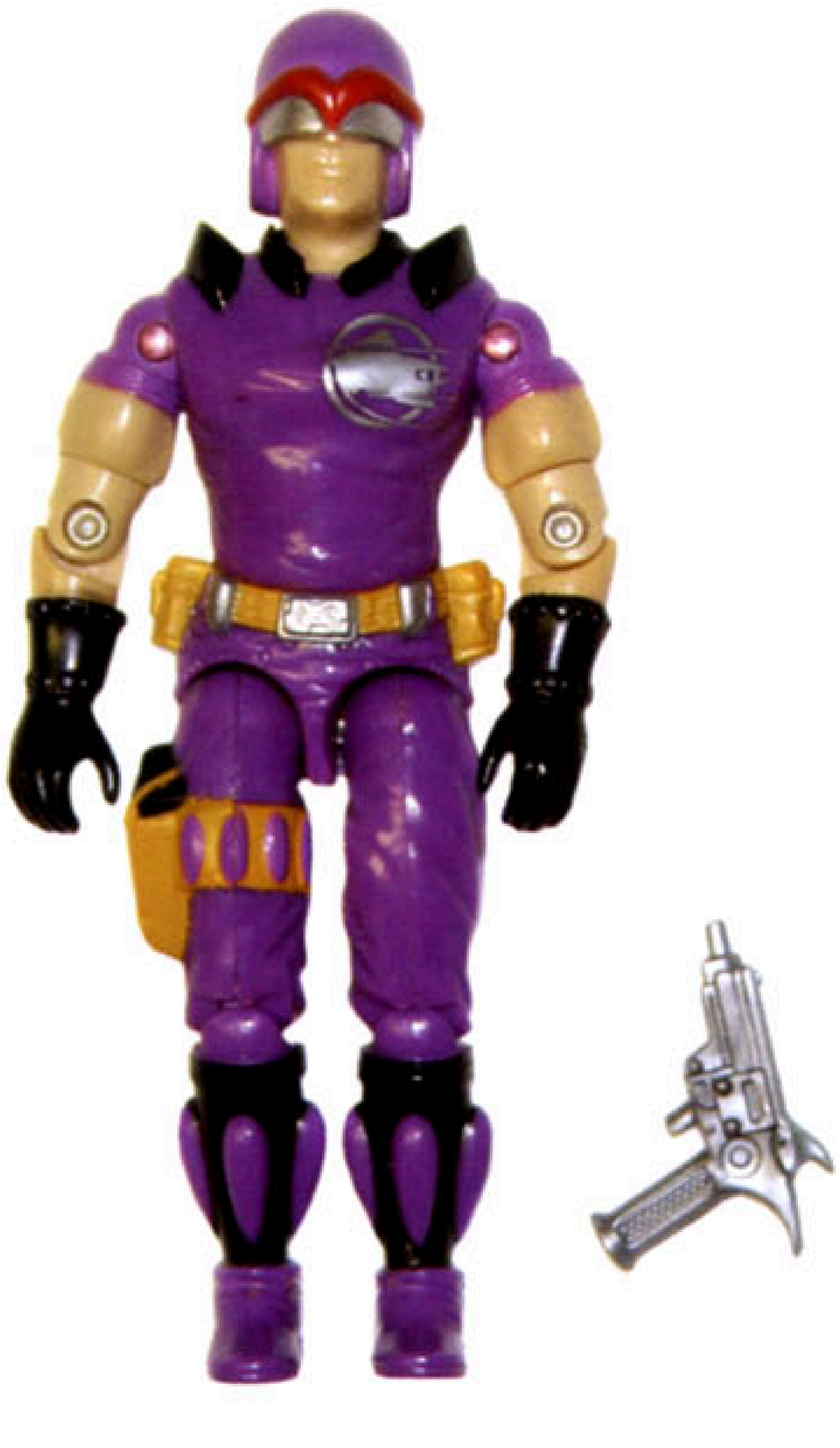
Sea Ray Navigator

(Includes: Pistol)

Included with the Sea Ray.

The Sea Slugs, the Sea Ray Navigator (formerly: Sea Ray Driver [from the prototype dossier]), are similar to the Snow Serpents (1985) and Ice Vipers (1987); they were formerly Cobra Eels who took additional training.

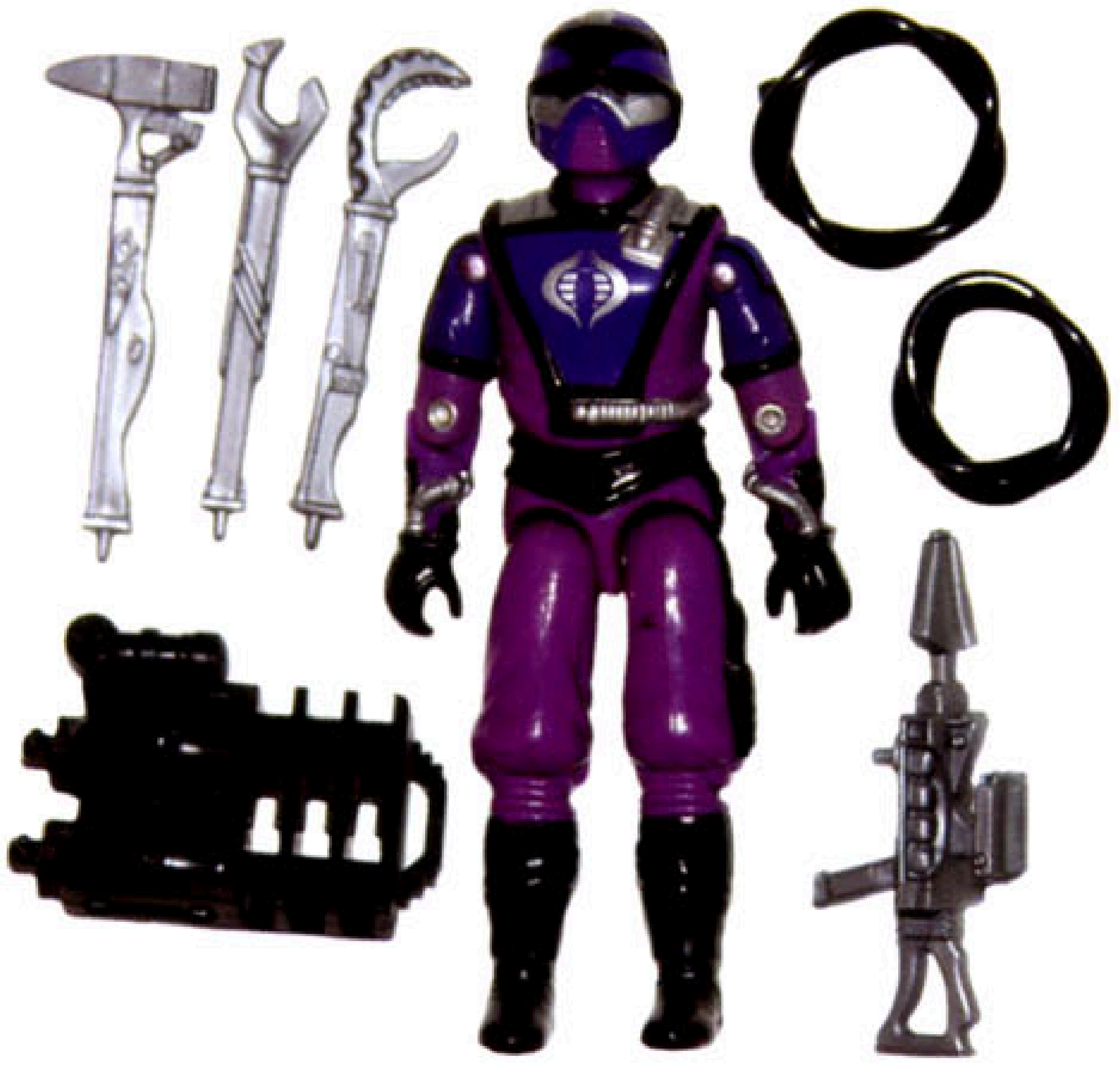
MOC: **N/A**, MLC: **$5-10** (depending on the condition of the silver logo on his chest)



TECHNO-VIPER

Cobra Battlefield Technician

(Includes: Hydraulic Clamp, Forged-Steel Sledgehammer, Vario-Wrench, Phase Pulse Plasma Rifle, Backpack with Two Hookup Hoses)



A popular troop builder for those collectors who wish to amass a Cobra army, Techno-Vipers are Cobra Battlefield Technicians who are trained to repair Cobra vehicles in the field. Furthermore, since Techno-Vipers must work their way up from the Cobra Viper Corps, they are initially trained as combat infantrymen.

The Techno-Viper figure's array of different tools make these figures a challenge to complete, yet they are still relatively inexpensive on the secondary market.

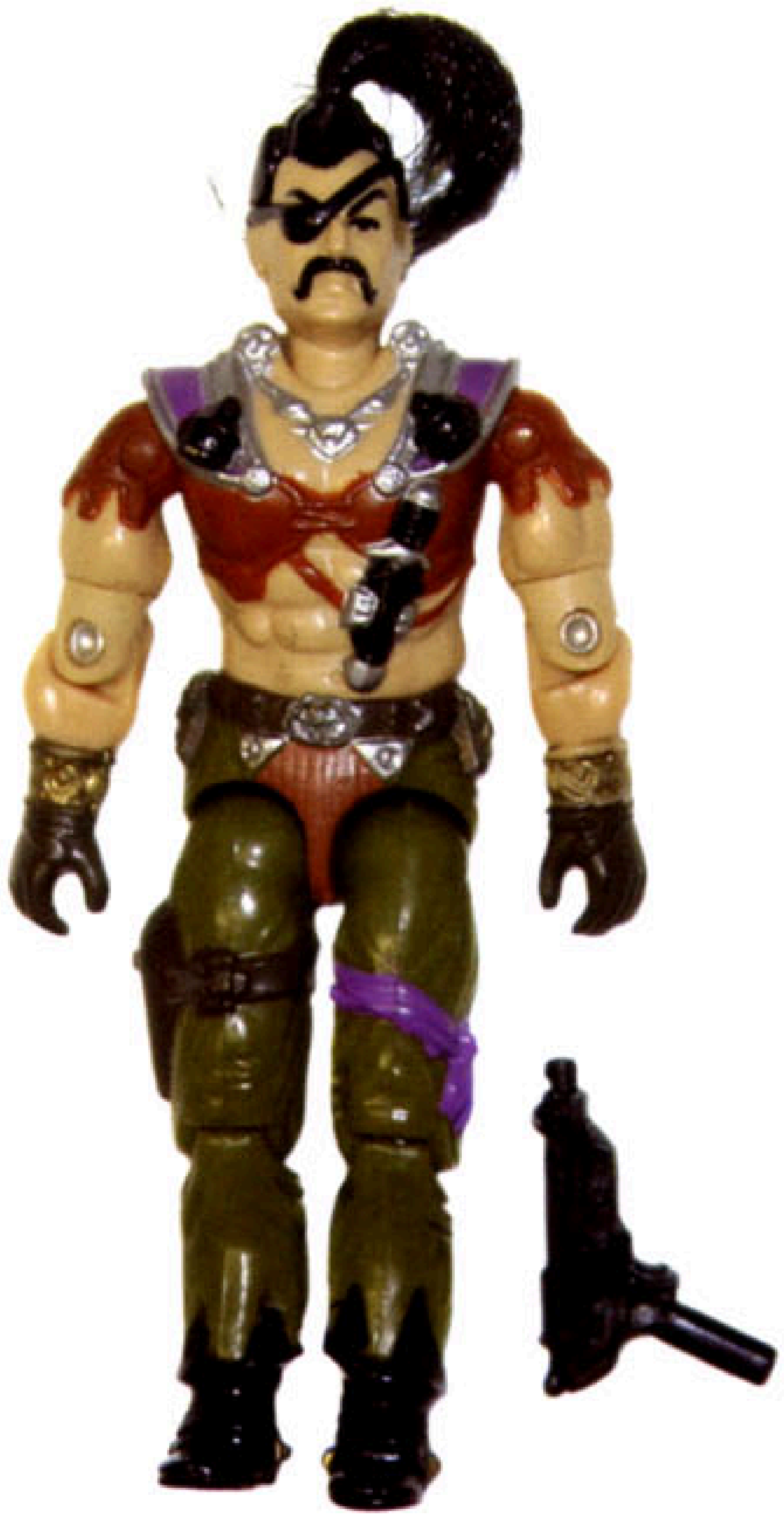
MOC: **$38-50**, MLC: **$8-12**

ZANZIBAR

Dreadnok Pirate

(Includes: Pistol)

Included with Dreadnok Air Skiff.



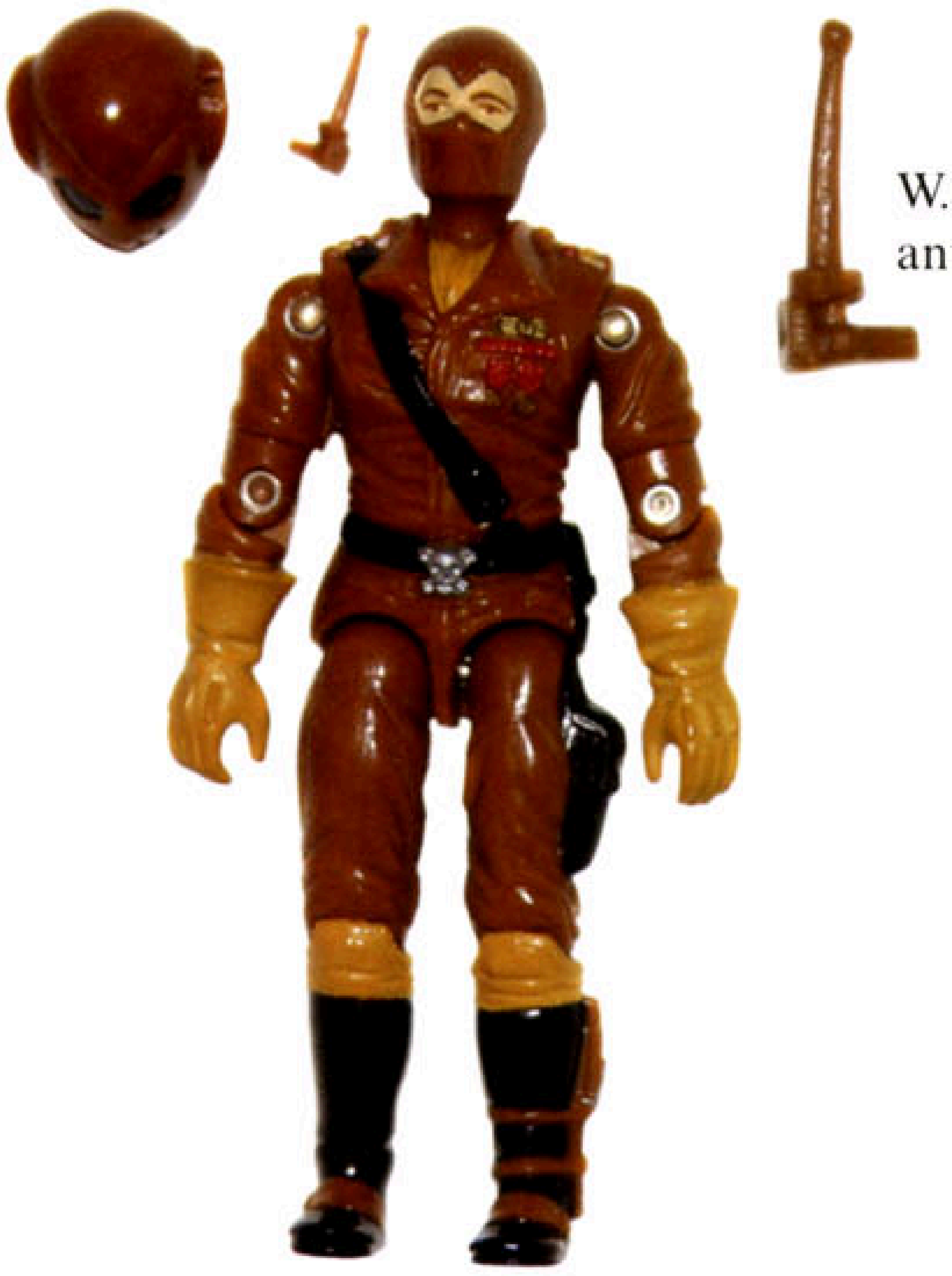
W.O.R.M.S.

(Weapons Ordnance Rugged Machine Specialist)

MAGGOT Driver

(Includes: Helmet, Antenna)

Included with the Cobra MAGGOT.



W.O.R.M.S. antenna close up.

W.O.R.M.S. (Weapons Ordnance Rugged Machine Specialist) drive the Cobra MAGGOTS, and the troopers' prototype code names were Crabs, Roaches, Slugs, and Grubs.

Since their dossier states that a W.O.R.M.S. can have an MOS of "driver, gunner, loader, or diesel mechanic," many collectors have chosen to collect these action figures in groups of four. However, to own four W.O.R.M.S.--with all their accessories--can be quite pricey, since it is a challenge to find a W.O.R.M.S. figure complete with its very rare helmet antenna.

MOC: **N/A**, MLC: (with antenna) **$25-35**, (without antenna, but with helmet) **$4-7**

Zanzibar (the name of an island that is part of the East African Republic of Tanzania) was the latest addition to Zartan's (1984) Dreadnoks, and the Dreadnok Pirate is an impressive-looking figure for he comes with rooted hair and a formidable-looking pistol. Collectors debate as to whether or not the brown-colored hammer and spear that came boxed with Zanzibar and the Dreadnok Air Skiff should be included as the action figure's accessories, for these two weapons have places to mount them on the Air Skiff. Zanzibar's prototype code names were Dog-Day, Top-Knot, and Keel Haul.

MOC: **N/A**, MLC: **$5-7**

COBRA-LA TEAM

Golobulus, Nemesis Enforcer, and Royal Guard (three-pack)

The history of the Cobra-La empire is described in great detail on the Cobra-La Team's package back:

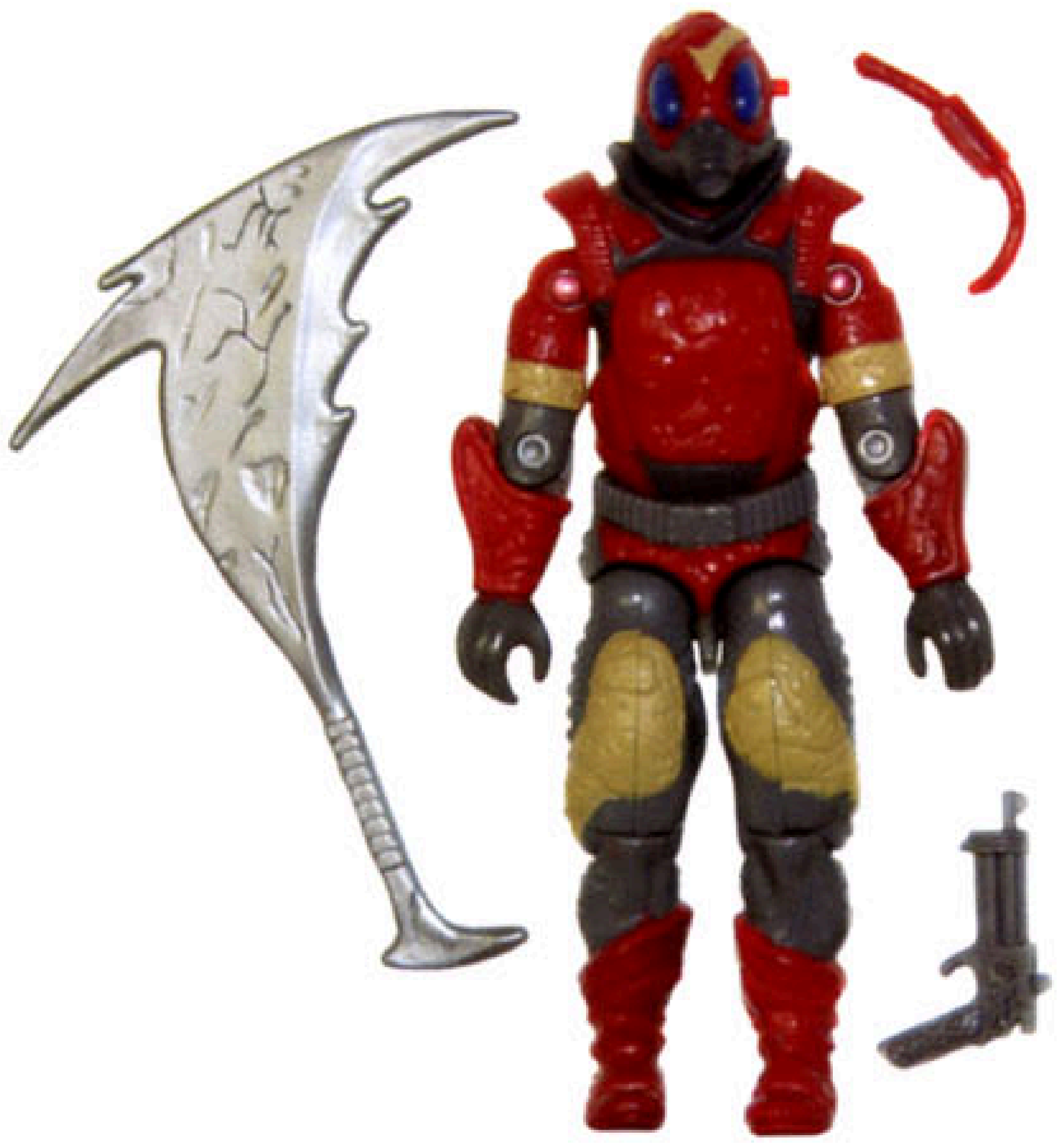
> "40,000 years ago, the glory of Cobra-La dominated the planet. Ruled by a bio-mechanical creature named Golobulus, it was a world of colonies based solely on living organisms and hyper-genetic manipulation… until an age of ice destroyed them. With it began the era of the barbarians [Homo sapiens]. The human race evolved and gradually mastered a technology based on inorganic, lifeless substances. Their culture was a travesty of Cobra-La's noble ways, and a threat to their very existence. Remnants of Cobra-La retreated to a dark, glacial ice dome deep within the Asian Himalayas [the Asian mountain range that separates the Indian subcontinent from the Tibetan plateau (home to the world's highest peaks)] to preserve their ways and await an opportunity to reclaim the earth.
>
> 40,000 years later, Golobulus still rules with the aid of the Nemesis Enforcer, a sinister, winged evil who tirelessly carries out the dark will of his master and creator. The Royal Guards, bred and surgically enhanced for size, strength and endurance further serve and protect the mighty Golobulus. Golobulus has chosen this time [ca. 1987--in Sunbow's *G.I. Joe: The Movie*] to go out into the world and destroy the human civilization which drove him and Cobra-La into exile."

MOC: **$60-80**, MLC: **$22-30** (with all appropriate accessories)

ROYAL GUARD

Cobra-La Team

(Includes: Battle-Axe, Pistol, Antenna)



The Royal Guards' Peer Personality Profile delineates the effectiveness of these troopers: "There was an attempted coup in Cobra-La around the time when Emperor Hadrian [Publius Aelius Hadrianus—a Roman Emperor (76-138 A.D.)] was building his wall [Hadrian's Wall--a 74 mile-long stone fortification built by the Romans across the width of northern England (ca. 122-128 A.D.)]. Five hundred irate noblemen stormed the inner sanctum of Golobulus' summer palace and were confronted by just twenty guards. Golobulus slept through the entire incident. One guard was slightly wounded. Of the five hundred noblemen, there were no survivors."

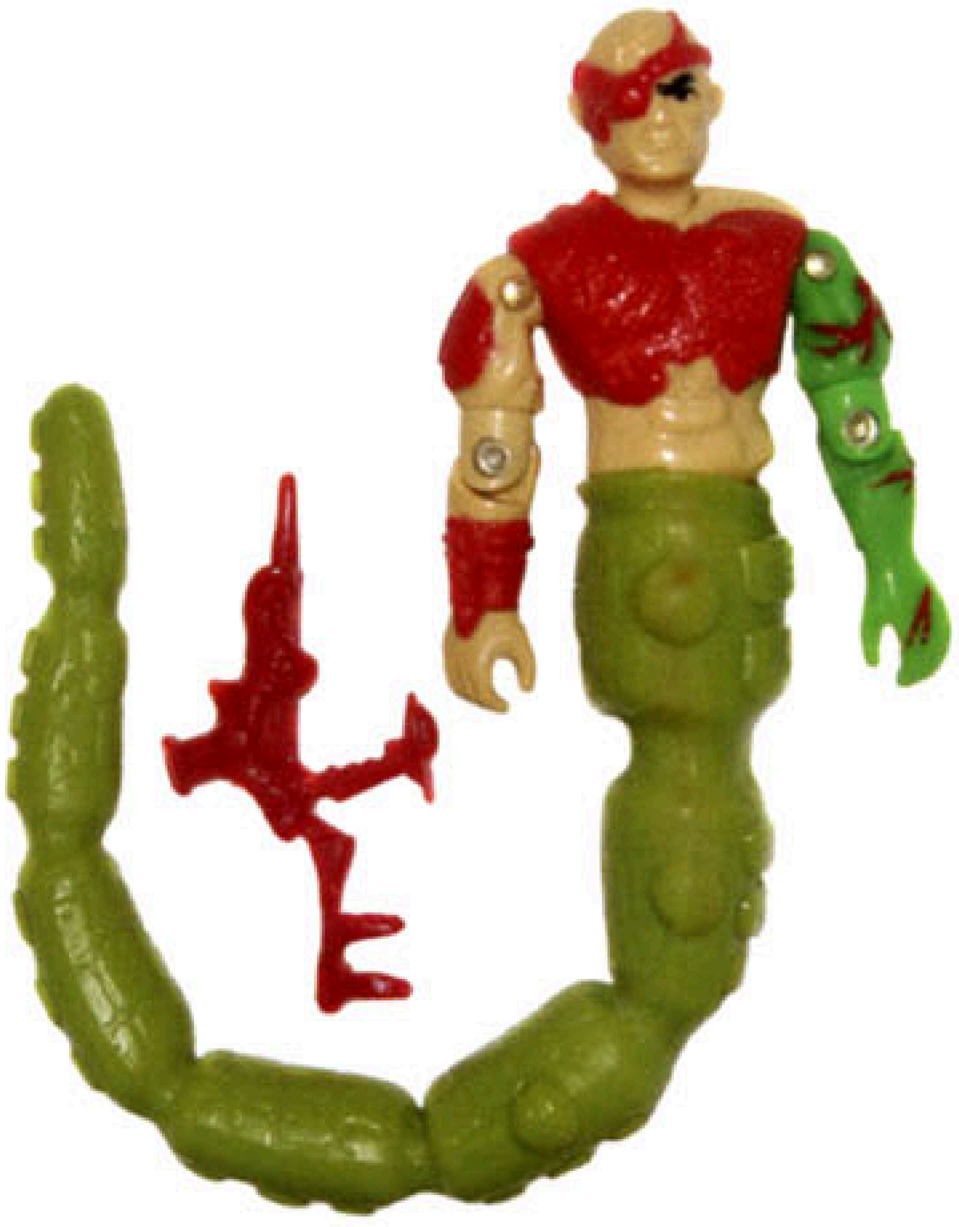
As a final note, collectors should take care that the Royal Guard's antenna accessory is attached to the side of his face, as this accessory is nearly impossible to find on loose samples of the toy.

MOC: **N/A**, MLC: **$14-18** (with microphone and all accessories)

GOLOBULUS

Cobra-La Ruler

(Includes: Laser Gun)



Leader of the oft-criticized Cobra-La empire and voiced by Burgess Meredith in Sunbow's *G.I. Joe: The Movie* (1987), Golobulus was "Descended from the serpent kings of pre-history [and]… rules over Cobra-La, a hidden, secret valley in the Himalayas where the high priests of the Bio-Mechanical cult have created a technology based solely on living organisms.

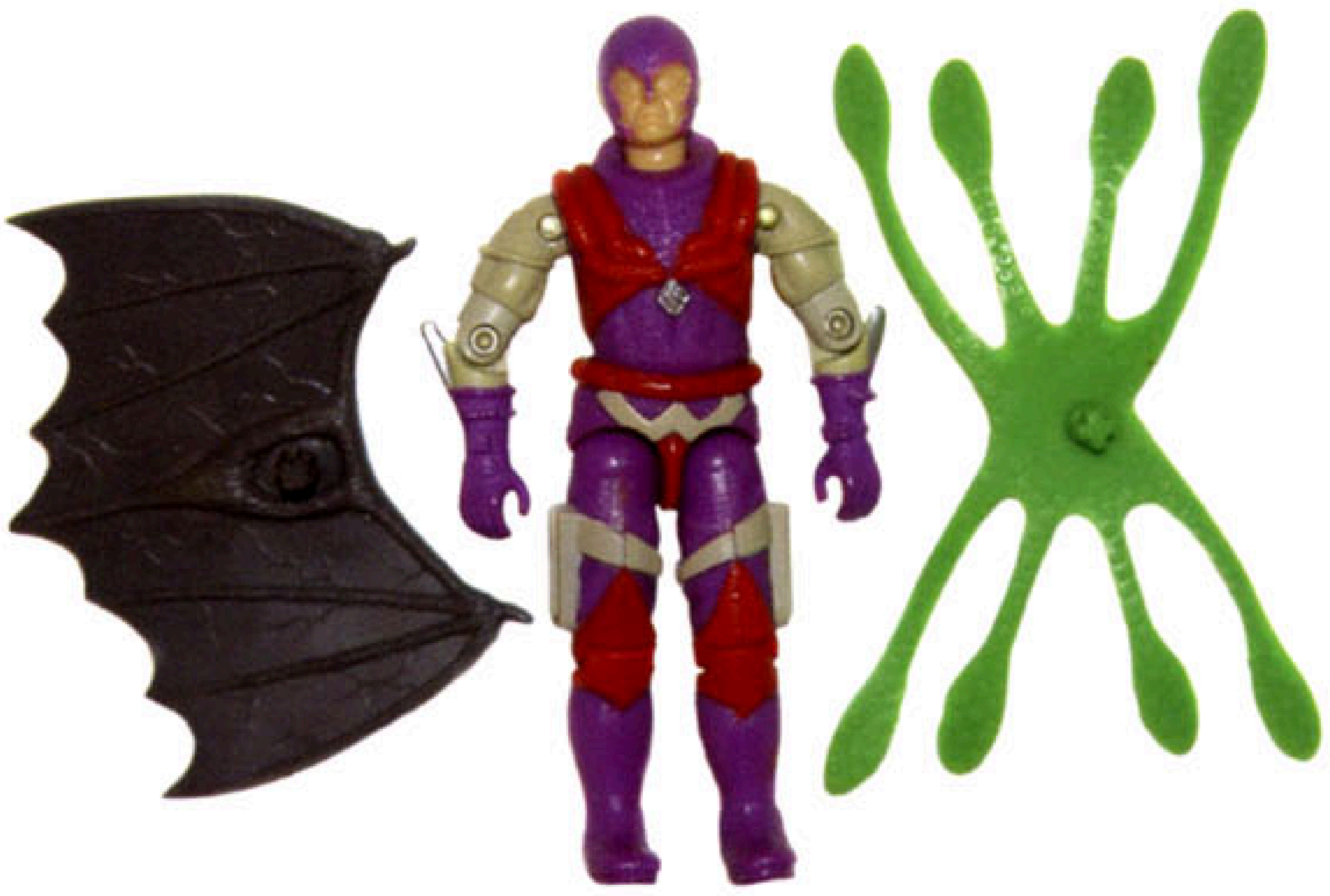
Golobulus possesses the oddest construction of all G.I. Joe action figures. The bottom half of his body is made from a semi-bendable green plastic

MOC: **N/A**, MLC: **$7**

NEMESIS ENFORCER

Cobra-La Team

(Includes: Bat Wings, Tentacles)

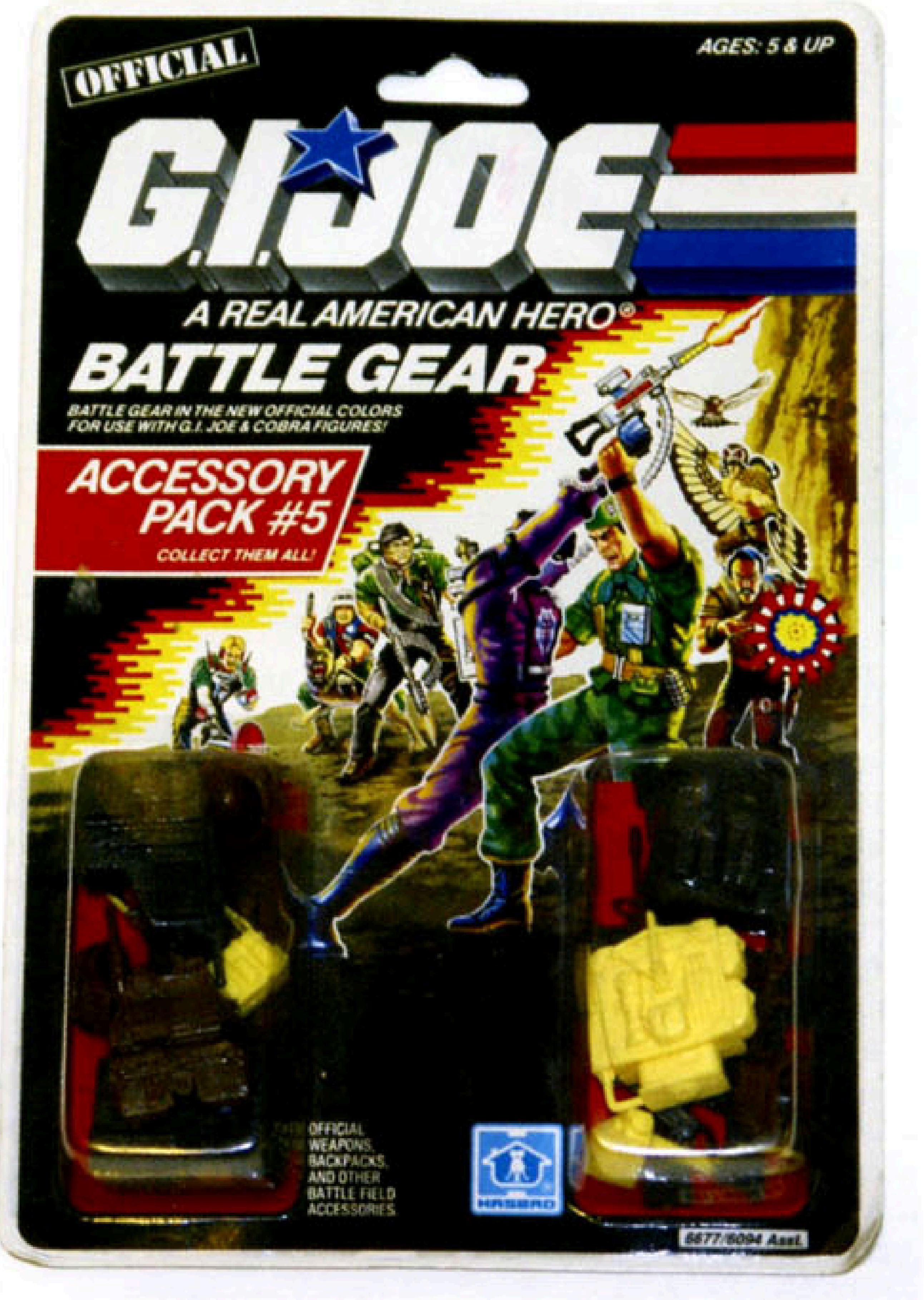


Although the file card's description of the Nemesis Enforcer's character is first-rate, many collectors believe that his (and Cobra-La's) labored inclusion in the Sunbow *G.I. Joe* film felt forced and unnatural.

The Nemesis Enforcer's peculiar accessories include a set of soft-plastic bat-wings (which he wore and utilized in *G.I. Joe: The Movie* [1987]), and a burst of green tentacles that, we may assume, would attach to an enemy figure's back and wrap around the action figure to "capture" them.

MOC: **N/A**, MLC: **$8**

BATTLE GEAR ACCESSORY PACK #5:


OFFICIAL
AGES: 5 & UP
G.I. JOE
A REAL AMERICAN HERO®
BATTLE GEAR
BATTLE GEAR IN THE NEW OFFICIAL COLORS FOR USE WITH G.I. JOE & COBRA FIGURES!
ACCESSORY PACK #5
COLLECT THEM ALL!
OFFICIAL WEAPONS, BACKPACKS, AND OTHER BATTLE FIELD ACCESSORIES
HASBRO
6677/6094 Asst.

Includes:

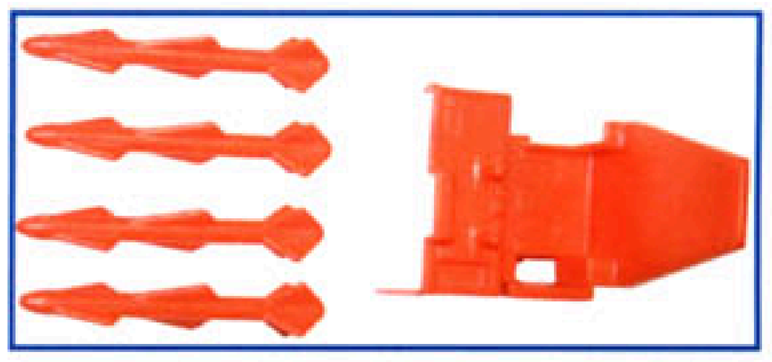
- 2 brown Figure Stands
- 1 brown Helmet (General Hawk)
- 1 brown Helmet (Crankcase)
- 1 brown Helmet (Footloose)
- 1 brown Rifle (Leatherneck)
- 1 brown Rifle (Low-Light)
- 1 brown Bipod (Low-Light)
- 1 dark gray Pistol (Low-Light)
- 1 dark gray Backpack (Low-Light)
- 1 brown Relay Backpack (Lifeline)
- 1 dark gray Pistol (Lifeline)
- 1 dark gray Pistol (Dr. Mindbender)
- 1 dark gray Rifle (Iceberg)
- 1 dark gray Submachine Gun (Beachhead)
- 1 cream Backpack (Beachhead)
- 1 cream Pouch (Beachhead)
- 1 dark gray Rifle (Viper)
- 1 dark gray Computer (Mainframe)
- 1 dark gray Backpack (Mainframe)
- 1 cream Flashlight (Wet Suit)

These weapons are not the same colors as the standard G.I. Joe accessories. If you find a weapon or accessory for a G.I. Joe figure that doesn't match the colors designated in this book (underneath the individual figure entries), then it's possibly from the current Joe line (1997-present), or from a Battle Gear Accessory Pack (these BGAP weapons are valued at a fraction of the original weapons included with single-carded figures).

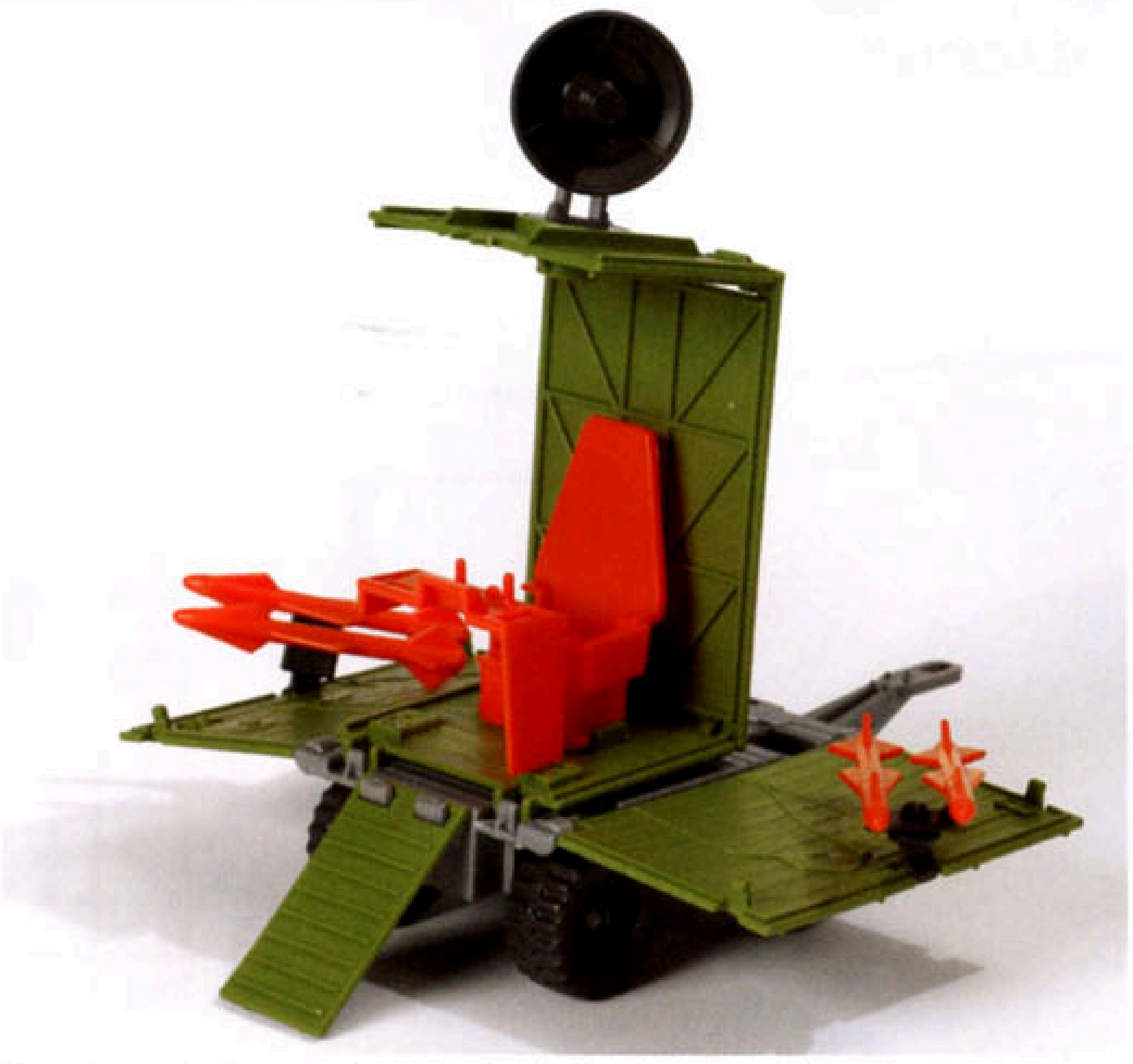
WARNING: Many online G.I. Joe dealers include these much less valuable BGAP weapons with incomplete G.I. Joe figures and sell these figures as "Mint, Loose and Complete." Unless they advertise these weapons and accessories as "[Battle Gear] Accessory Pack" weapons, then the buyer is being misled (for example, the weapons included in Battle Gear Accessory Pack #5 were mainly brown, [an odd] dark gray, and cream in color, not the dark gray or black used for the weapons of the original carded figures).

MOMC: **$15-20**, MOC: **$10-12,** MLC **$6**

COASTAL DEFENDER



The Coastal Defender's easily lost pieces.

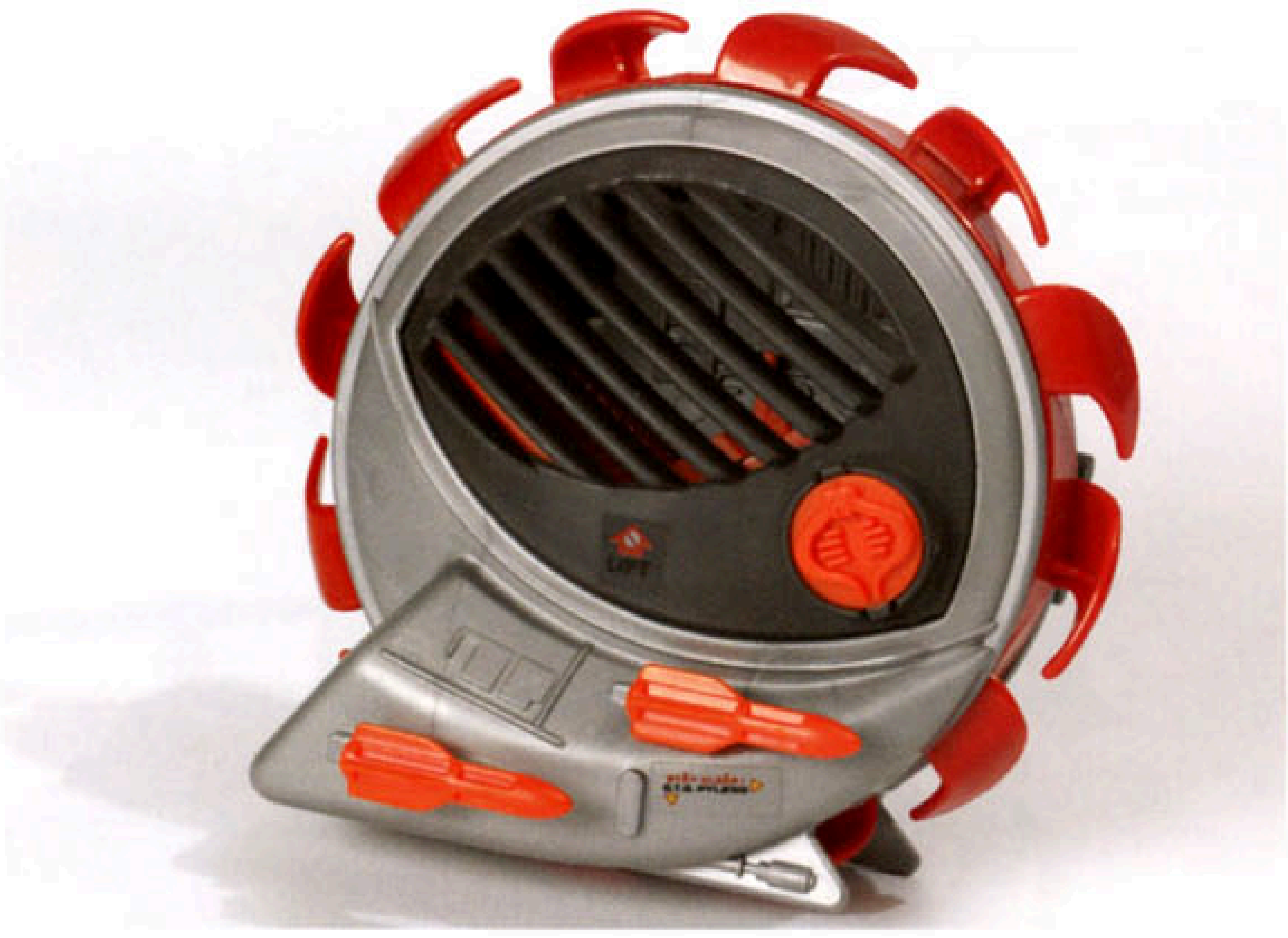


The Coastal Defender has the following specifications: a removable compact personnel monitor seat, four (4) fold-down operation platforms, a 360° rotation base, a 4-PCC central control computer, four (4) BSM (Battlefield Support Missiles) "Scrambler" missiles, and a universal U-section reinforced hitch.

Easily lost pieces include four (4) BSM missiles and a removable red monitor seat.

MISB: **$35-45**, MIB: **$10-12,** MLC: **$5-7**

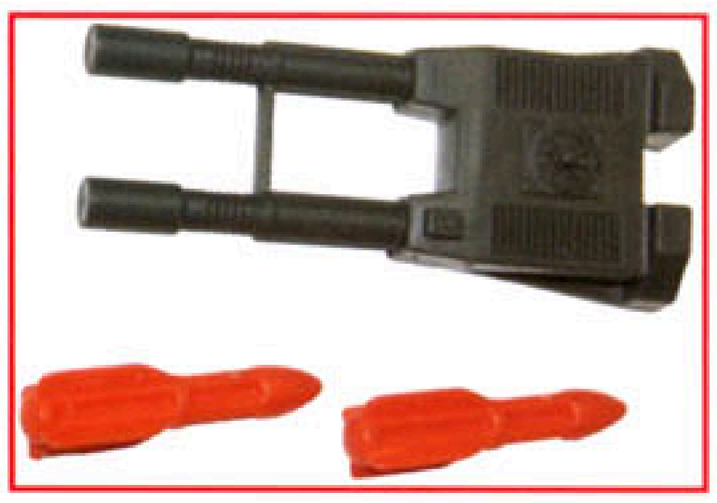
COBRA BUZZ BOAR



The Buzz Boar is an interesting Cobra Command assault vehicle that travels by means of "Boar's Teeth" (specially-hardened vari-pitch digging teeth) mounted on a spinning cutting wheel. With dual "Pounder" .50 caliber repeating machine guns, a cockpit door that opens for pilot access (to the single-operator sealed cabin), and two (2) DAO (Destro Anti-Obstacle) side-launched missiles, the Cobra Buzz Boar is a steady seller on the secondary market.

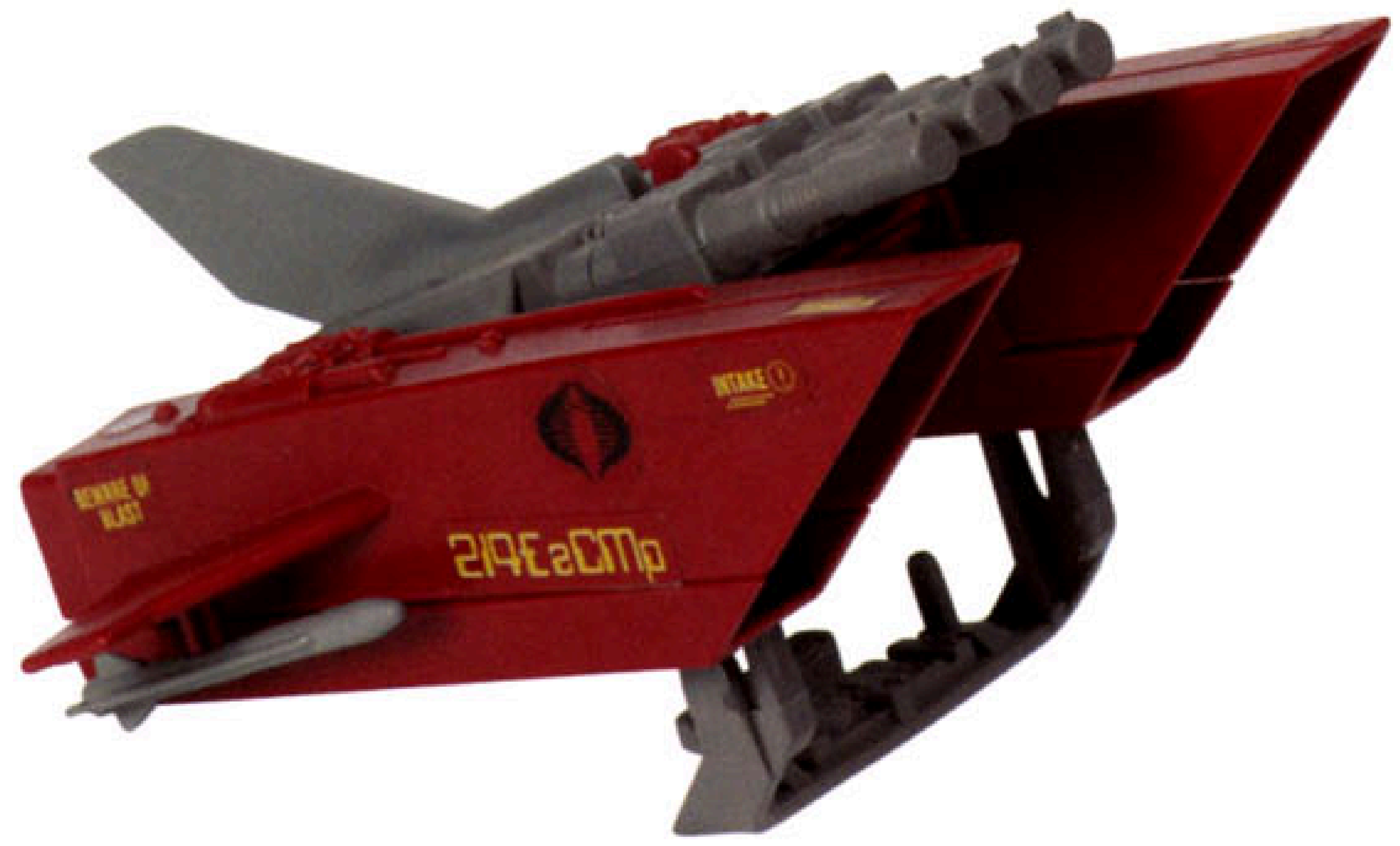
Easily lost pieces include the removable machine guns and two (2) DAO missiles.

MISB: **$30-38**, MIB: **$10-12,** MLC: **$4-7**



The Buzz Boar's easily lost pieces.

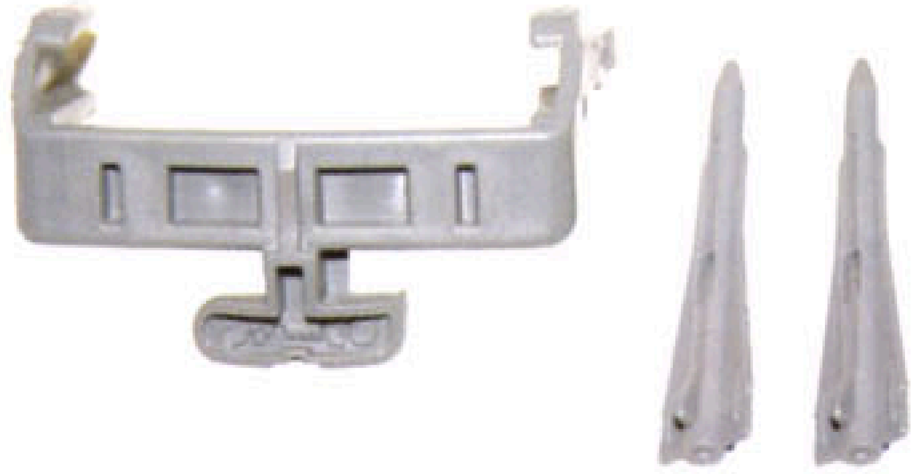
COBRA JET PACK



The Cobra Jet Pack is a useful mode of transportation for inserting Cobra troopers into battle zones. With "Screener" micromesh alloy jet intakes (two jet engines), two (2) "Neutralizer" AIM-44 air-to-air missiles, a control console computer with micro-adjust directional controls (mounted onto a layered vibration dampening personnel retainer), and a positionable "Quad Blast" 25mm axial-firing machine guns, this weapons puts the G.I. Joe Jet Pack (JUMP, see 1982, 1983) to the test.

Easily lost pieces include the two missiles and handlebars.

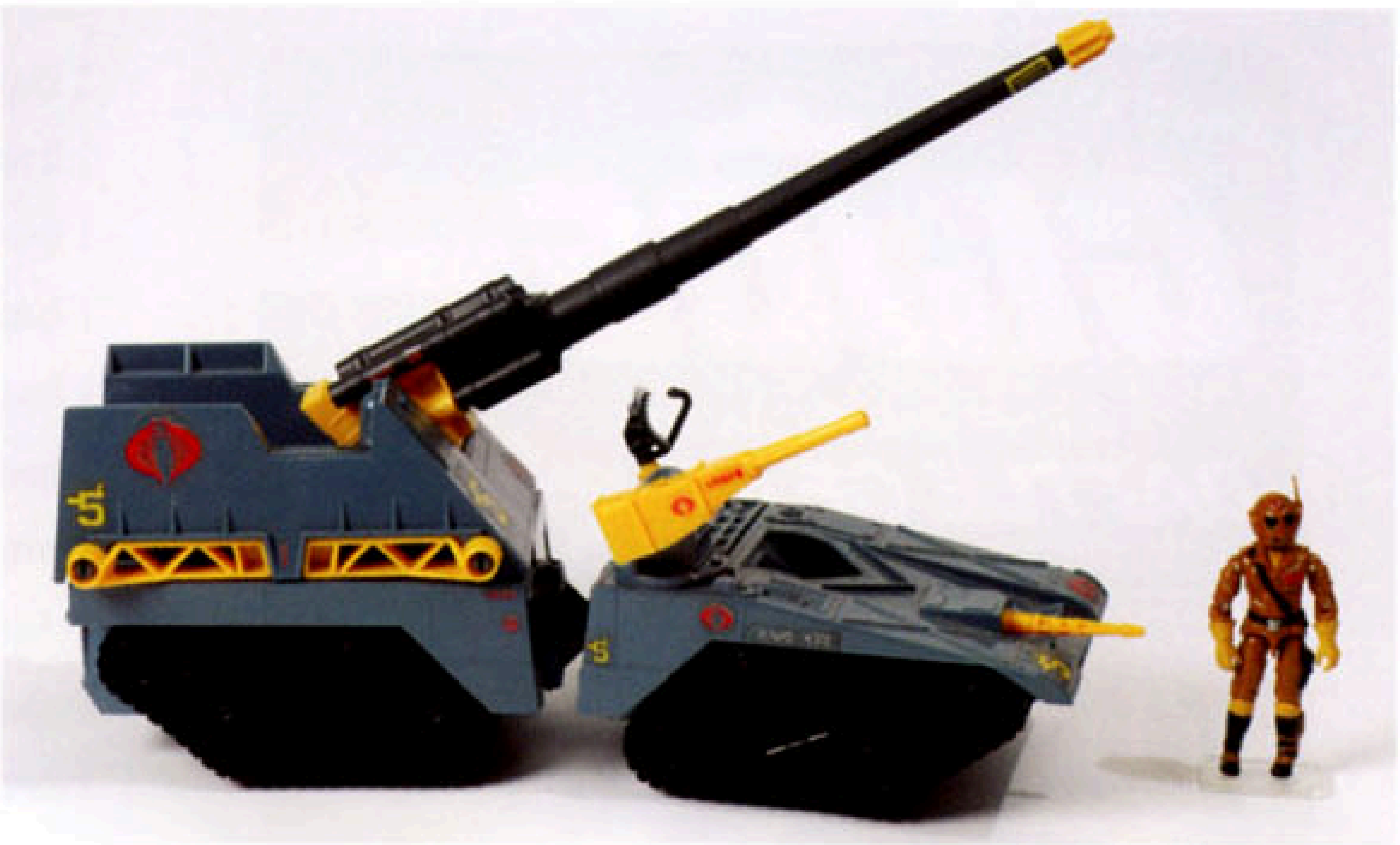
MISB: **$25-35**, MIB: **$8-10,** MLC: **$4-6**



The Jet Pack's easily lost pieces.

COBRA MAGGOT

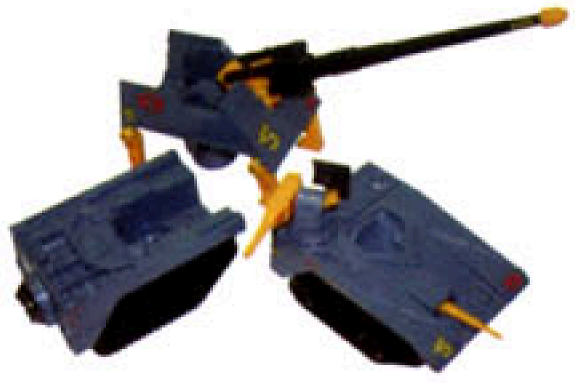
(Includes: W.O.R.M.S. figure)



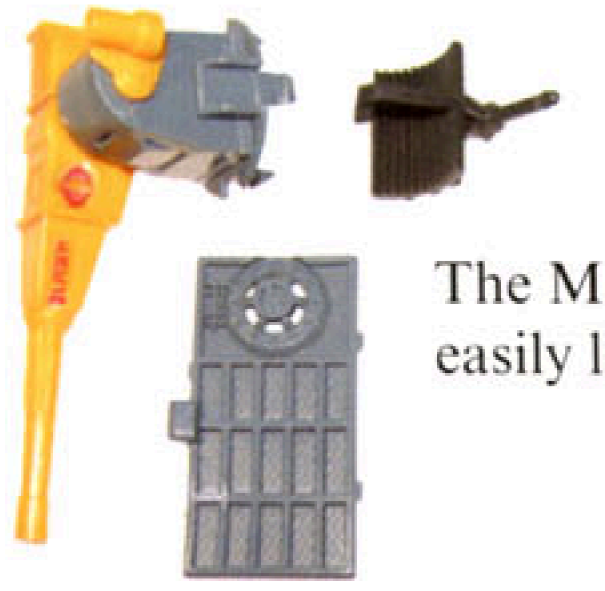
The Cobra MAGGOT--with front and rear tracking--is a three-part vehicle: 1) a long-range gun emplacement that can extend its four (4) hydraulically-operated yellow support arms and become a stationary armored command post (also with a revolving gun turret and an elevating laser cannon [the "RAP" (Rocket Assisted Projectile) long-range 155mm cannon]), 2) a battlefield control vehicle/armored reconnaissance vehicle (BCV/ARV) (with rolling dumbbell wheels, and articulated hinge joint [hydropneumatic articulation/separation joint]), and 3) a separating high-speed armored anti-tank vehicle (ATV) (also with an articulated hinge joint [hydropneumatic articulation/separation joint], a removable engine cover that protects its "Spin Up" 1000hp turbo diesel engine, a positionable "HEAT" [High-Efficiency Anti-Tank] gyro-guided laser, a larger rotating driver-operated 240 rpm/40mm cannon, and a MAG-61 gyro lead-computing radar [the swiveling yellow radar dish]).

The MAGGOT's easily lost pieces are the gun with mount, the engine cover, and the radar.

MISB: **$180-225**, MIB: **$35-40,** MLC: **$12-14**



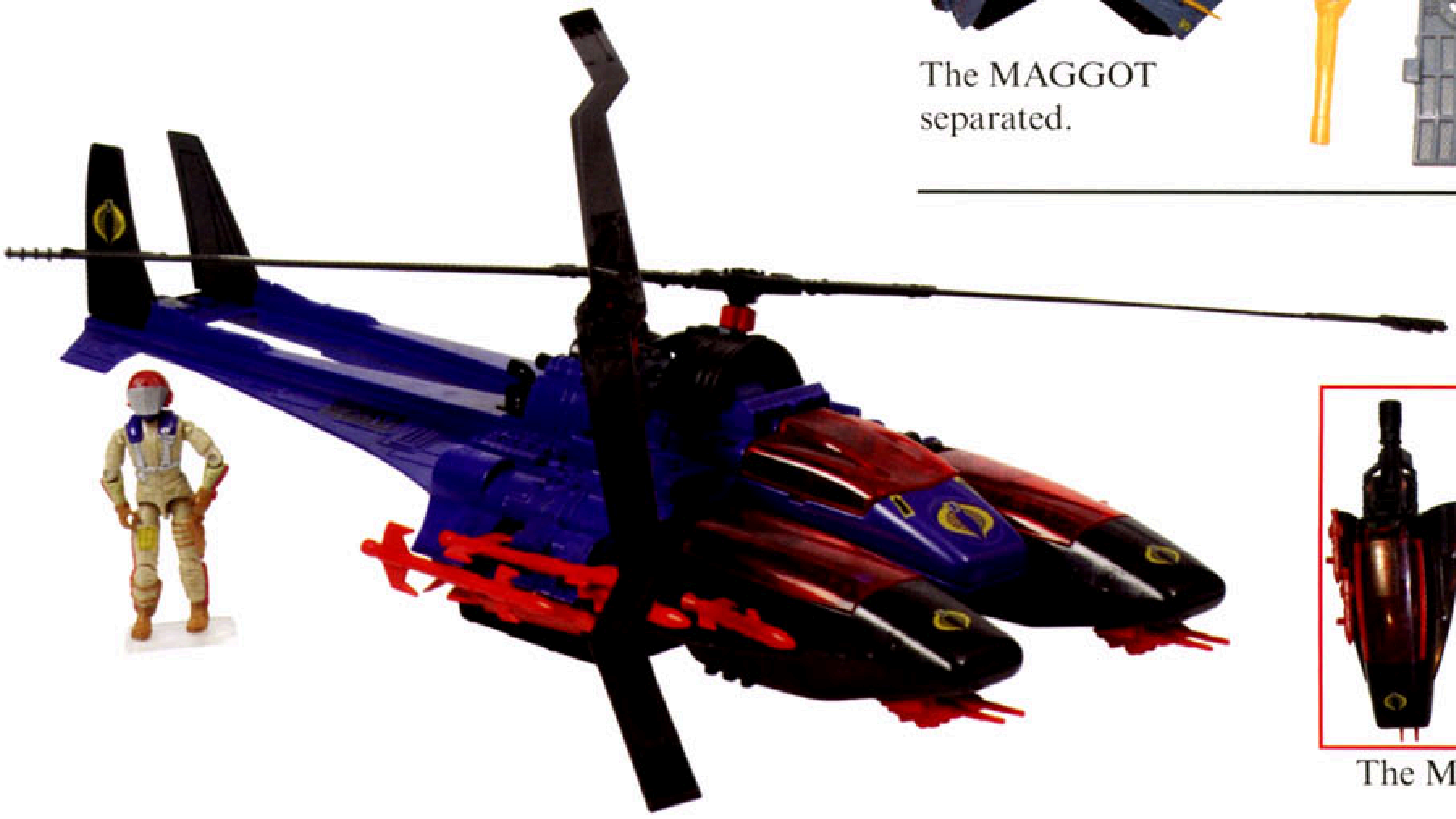
The MAGGOT separated.

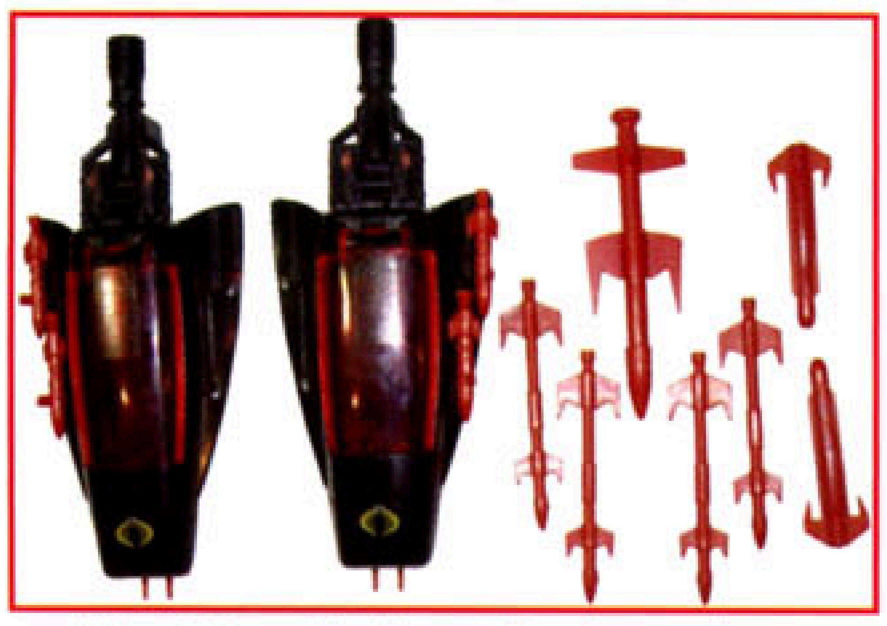


The MAGGOT's easily lost pieces.

COBRA MAMBA

(Includes: Gyro-Viper figure)





The Mamba's easily lost pieces.

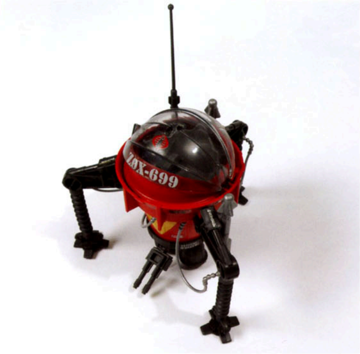
Regardless of its real-world inspiration, the Mamba was a massive aircraft for the Cobra legions, and had a bevy of action features: two (2) "Thrasher" layered-epoxy counter-rotating rotors, two (2) detachable "Molt" (Mamba Offensive Light Tactical) attack pods--each armed with one "Serpentor" 9mm RRF (Rapid Rate of Fire) machine gun and two (2) "Nemesis" anti-tank missiles. The larger Mamba helicopter (sans pods) is also well-armed: with four (4) large "Diablo" supersonic air-to-air missiles, two (2) smaller drop bombs, one (1) large drop bombs, an opening main canopy, and a "Servo-Tox" NT-58 turboshaft engine with engine cover.

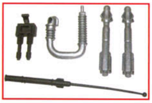
Easily lost pieces include two assault pods (of course) with two (2) missiles on each, one (1) large bomb (almost always found missing), four (4) "Diablo" side missiles, and two (2) medium-sized drop bombs.

MISB: **$190-240**, MIB: **$42-48,** MLC: **$25-32**

Cobra Pogo

(Ballistic Battle Ball)





The Pogo's easily lost pieces.

An unusual vehicle, the Pogo "springs" and leaps into battle on its three "Real Feel" ground sensitive landing pods (with nitrogen-compression relief shocks [simulated springs] and servo-operated adjustable leg hinges), a control computer cooling unit (the larger hard-plastic hose), an opening "clam"-shell impact resistant tinted canopy, two (2) removable "HOBO" (Homing Bomb System) KM4-560 infrared guidance bombs, propulsion tubing (hydraulic support hoses), a pivoting engine nozzle (the vehicles "Short Blast" 30m/lb controlled-burst rocket), a long "Live Wire" communication antenna, and a rotating, positionable machine gun machine gun to neutralize its opposition.

Easily lost pieces include two (2) HOBO missiles, larger coolant hose, antenna, and machine gun (also, to be considered complete, the Pogo needs its three smaller silver hydraulic support hoses--but these are often found attached to the vehicle).

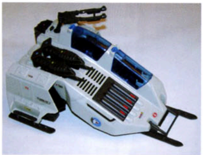
MISB: **$38-45**, MIB: **$10-13,** MLC: **$6-10**

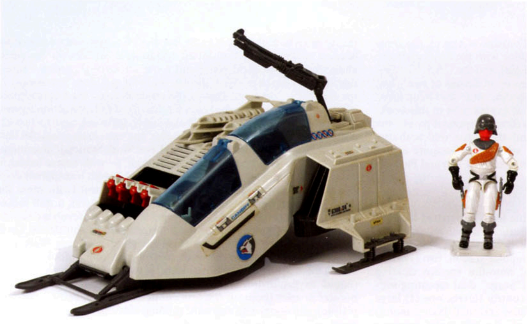
Cobra WOLF

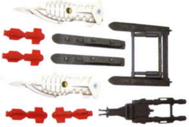
(Winter Operational Light Fighting Vehicle)

(Includes: Ice Viper figure)

The rare Hasbro Direct mail-away version of the Cobra W.O.L.F.







The WOLF's easily lost pieces.

The WOLF comes equipped with the following features: a pivoting rear ski support arm, two (2) removable "SNARL" (Snow Environment-Advanced Attack Range Laser) ski torpedoes, two (2) removable rear skis for troop transportation ("cross-weave carbon base rear skis"), a dual-track propulsion unit (flip down rear treads), four (4) WHAM-4 (Winter-Oriented Heavy-Ordnance Surface-to-Air Missiles) mounted within an elevating missile rack (pivoting remote missile launch panel), pivoting and positionable "Ripper" 20mm double-barreled repeating cannons, and a blue-tinted tandem cockpit with opening canopies (for 1] the front pilot command seat and 2] the rear high-visibility rear gunner seat).

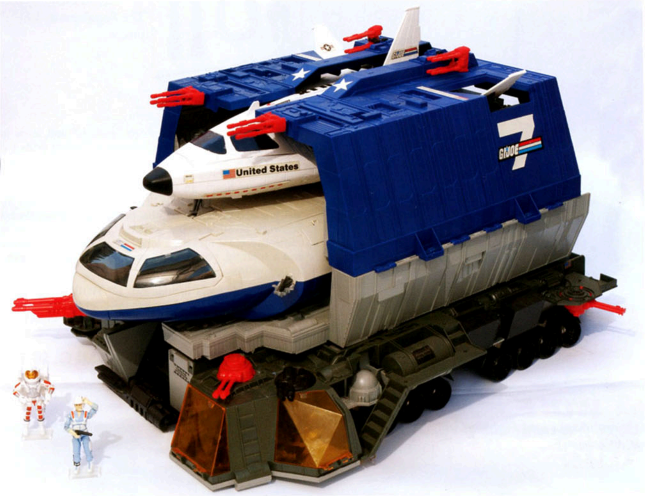
Collectors will note that there is a variation the Cobra WOLF that was offered as a Hasbro Direct mail-away in the early 1990's, where the vehicle was reissued with black plastic ski torpedoes, a black engine panel, and a black missile rack (and a slightly brighter white molding of the main body).

Easily lost pieces include two ski torpedoes, four missiles, two skids, a machine gun, and the front skis.

MISB: **$95-115**, MIB: **$25-35,** MLC: **$12-15;** (variant Hasbro Direct mail-away) MISBaggie: **$45-55,** MLC: **$30-35**

Defiant: Space Vehicle Launch Complex

(Includes: Hard Top and Payload figures)



The Defiant: Space Vehicle Launch Complex is one of the three "holy grail" pieces for the G.I. Joe line (along with the Sears exclusive Cobra Missile Command Headquarters [1982], and the U.S.S. FLAGG [1985]). As such--and because of its dozens upon dozens of easily lost pieces and parts--the Defiant is exceedingly difficult to find mint, loose and complete, MIB, or MISB. For ease of explanation in this book, the Defiant has been broken down into its three component parts—the crawler/gantry, booster/space station, and the space vehicle/shuttle craft itself. For information on the two very hard-to-acquire action figures that were included with the Defiant, see Hard Top and Payload (both 1987).

CRAWLER/GANTRY

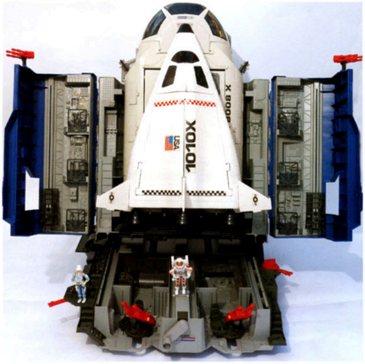
The crawler/gantry transports the shuttle to its designated location and possesses many fascinating action features: a manual crank for collectors to turn in order to move the booster/space station into "blast off" position, a launch control computer station, two (2) large inverted guns ("Countdown" auto-load auto-fire surface clearing laser cannons), two (2) large laser guns ("Surge" dual repeating self-generated laser cannons) mounted onto control turrets, one (1) large laser gun ("Protector" forward-facing pulse-activated laser cannon) onto the right front panel's turret mount, five (5) gantry cannons positioned on their respective five (5) black gun mounts, a crawler control operations cabin (with two [2] tinted layered tempered alum-silicate blast proof windshields [front and side], one [1] cabin-mounted surface-protection 7.62mm machine gun, and one [1] cab-mounted scanner), an engine room with two (2) panel covers (to give access to the "Plough-Boy" 2750hp/2050 kilowatt diesel engine), two (2) gantry elevators, six (6) railings--two for each access level on the opening & closing welded plate steel gantry doors, a blast deflector/exhaust shield (with extra flap), an outer access ladder, a swivel console seat (for the control operations cabin), free-spinning bogie wheels, and room for over twenty-five (25) G.I. Joe figures.

BOOSTER/SPACE STATION

The booster/space station is the most complex of the three pieces of the Defiant. With a 65,000 lb. (real-world) payload and room for over fifteen (15) figures, there are four different parts of the space station that need to be highlighted: 1) the Booster's Cockpit--with an opening booster cockpit (with translucent windshields [multi-layer tempered alum-silicate windshield glass] and room for three [3] action figures) that features multiple visual display units for guidance operations; 2) the Booster's Command Bay--is the inside base of the booster/space station with a rear deck, foot pegs for dozens of G.I. Joe action figures, two (2) swivel seats and two (2) adjustable seats--set next to two (2) center computer consoles (left and right), and two (2) rear consoles (left and right), and 3) the Booster's Three-Level Work Station ("aluminum/honeycomb payload bay door/Booster Wall")-- with access ladder, a transporter module (sensory deprivation tank?) with transparent door and its own control station, a sleeping compartment (with room for three [3] action figures--on Level Two: Crew Quarters), a wall locker with door for the resting G.I. Joe Team members, a revolving shuttle entry door for figures to enter the booster from the shuttle--on Level Three: E.V.A. Center (Extravehicluar Activity [i.e. "Space Walk"]), a sliding shuttle hatch module with control unit, and a docking latch, and 4) the Booster's Outer Shell--features two (2) large booster nozzles (liquid oxygen/hydrogen main propulsion engines), four (4) small booster nozzles (primary reaction control thrusters), two (2) flip-out/pivoting gun doors with rearward rotating auto-focus laser cannons on pivot balls with two (2) removable missiles, three (3) removable outer access panels (one with an E.V.A. mount hidden Inside [for spacewalk]), two (2) forward rotating target-lock laser cannons on pivot balls with two (2) removable missiles, and a fully-removable cockpit entry door.

SPACE VEHICLE/SHUTTLE CRAFT

The final part of the Defiant is the shuttlecraft itself, which features a three-station crew cockpit/operations center (with pivoting utility consoles and pivoting cockpit door [a multi-layered fused silica glass windshield] mounted on a "lifter"]), cilica ceramic tiles, and an extra-vehicular activity (EVA) life support attachment (an umbilical cord collectors may attach to Payload's MMU [Manned Maneuvering Unit] backpack for space borne missions). The shuttle (with retractable landing gear) includes two (2) aluminum alloy frame payload bay doors that open to reveal a positionable gripper arm (with double cannon) that deploys and retrieves its payload (cargo, satellites, etc.), it also comes replete with five (5) nozzles--three (3) large thrust diffusion



Defiant in launch ("blast off") position, with gantry doors opened.

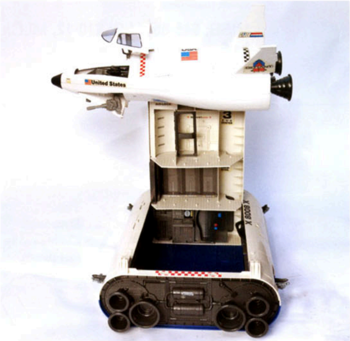
nozzles and two (2) small primary reaction control thruster nozzles, retractable front and rear landing gear, a two-part hatch (E.V.A. airlock port) that leads to outer space (with an E.V.A. [see above] mount close by that allows collectors to attach Payload's umbilical cord), two (2) flip-out fuselage cannons from two (2) gun doors, and a nose cone (a reinforced carbon-carbon nose cap) that hides the vehicle's radar.

COLLECTORS' NOTES

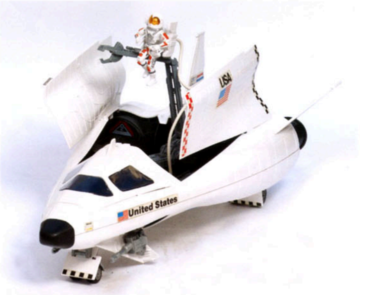
Aficionados will note that apart from the shuttle craft mounting onto the booster for launch purposes, the space vehicle can also be placed on the top of the booster's opened three-level station, in order to simulate astronauts transferring from the landed shuttle to inside the booster/space station.

The Defiant: Space Vehicle Launch Complex's easily lost pieces include (crawler/gantry): two elevators, six braces/guardrails, four laser cannons w/ studs; (booster/space station): two large thruster nozzles, four small thruster nozzles, two chairs (and two other adjustable chairs that are difficult to come off), transporter door, hatch, two hidden panels w/ lasers, four missiles; (shuttle craft): three large thruster nozzles, two small thruster nozzles, two-part hatch, machine gun, umbilical cord, two wings, Payload's backpack (also listed with Payload).

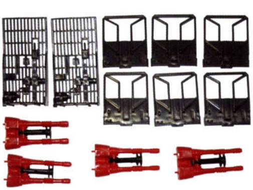
MISB: **$1350-1600+**, MIB: (complete) **$500-600+,** MLC: (complete) **$300-375+,** loose incomplete: **$125-225** (varies)



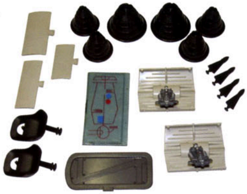
Defiant shuttle craft docked on top of booster/space station (for personnel transference purposes).



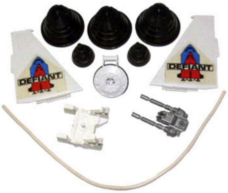
Defiant shuttle craft with Payload utilizing his MMU (Manned Maneuvering Unit backpack) via umbilical cord for E.V.A. (Extra Vehicular Activity) purposes.



Easily lost pieces, crawler/gantry.



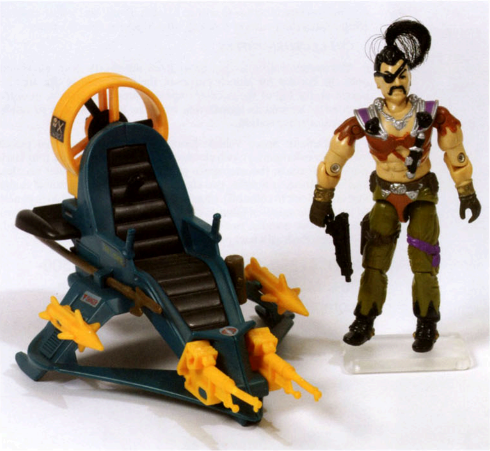
Easily lost pieces, space vehicle/shuttle craft.

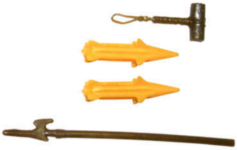


Easily lost pieces, space vehicle/shuttle craft.

DREADNOK AIR SKIFF

(Includes: Zanzibar figure)





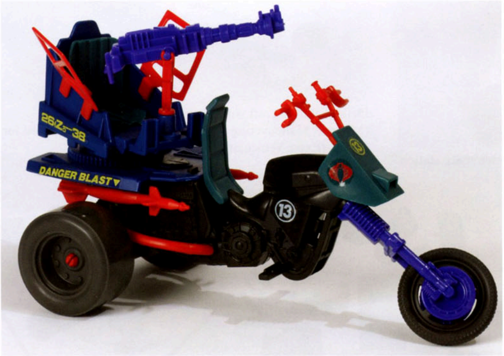
The Air Skiff's easily lost pieces.

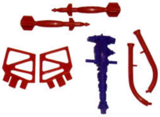
Since there are mounts on the Air Skiff for the two brown weapons (weapon attachment ports), these accessories are included with the vehicle. Although a small toy, the Air Skiff had its share of features: two (2) Air-99 terminal homing sensor missiles, two (2) M-118 coupled pantograph sight 7.62mm guns, a rotating carbon-fiber/steelcore vari-pitch propeller blade mounted onto a variable stability system (VSS) ducting shroud, a stabilizing tail plane ("whale tail"), and a 800 bhp "Skiff" shaft turbine engine.

The Dreadnok Air Skiff's easily lost pieces are the two (2) missiles, a brown spear, and a brown mallet (hammer).

MISB: **$45-55**, MIB: **$10-12,** MLC: **$4-6**

DREADNOK CYCLE [DREADNOK TRI-CYCLE]





The Dreadnok Cycle's easily lost pieces.

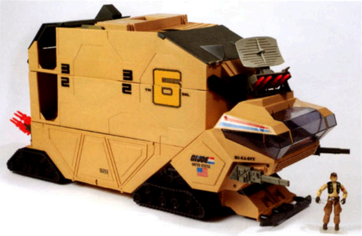
This vehicle is fairly popular with collectors as a "troop builder", and its flaming-skull Dreadnok logo adorned the back seat of the intimidating machine. With its 360° rotating gun seat with reinforced aluminum alloy deflector shields and "Blazing" shock-dampened 106mm recoilless rifle, "Super Slick" puncture-proof rear tires, V-rated 48-series puncture-proof front tire, "San Fran" style chopped front fork, and two (2) WAAM (Wide-Area Anti-Armor Missile) laser guided missiles, this motorcycle put the G.I. Joe Team's ground forces to the test.

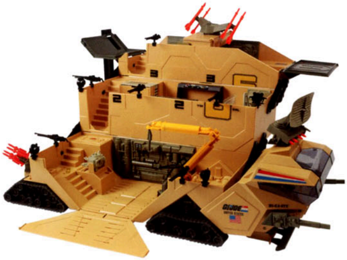
Easily lost pieces include two (2) gunner seat guard rails, two (2) WAAM missiles, removable cannon, and two (2) exhaust pipes.

MISB: **$35-40**, MIB: **$12-16**, MLC: **$7-10**

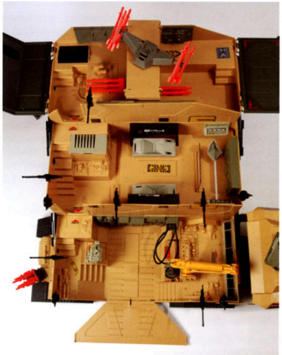
MOBILE COMMAND CENTER

(Includes: Steam-Roller figure)





Mobile Command Center, transformed into command post.



Mobile Command Center, top view of command post mode with all levels revealed: service bay (bottom level), control station (middle level), missile bay (top level).

The G.I. Joe Mobile Command Center (prototype code name: "Mobile Command Post") is quite a delicate playset, so transforming it from a compact rolling vehicle to fold-out mobile headquarters required some effort and skill. The Mobile Command Center possesses three different staging areas and an outer shell as its four main play areas: 1) the service bay (bottom level); 2) the control station (middle level); 3) the missile bay (upper level); and 4) the outer shell.

MCC LEVEL 1--Service Bay (Bottom Section)

The service bay features a driver's cockpit (see Steam-Roller, 1987), two (2) lube nozzles and shorter black hoses, a three-part crane assembly with hook, a spare engine and engine mount, a long gasoline hose with nozzle, a service bay ramp, and a weapons storage rack to store the six black (6) machine guns and four black (4) searchlights--that can be placed on any level of the MCC.

MCC LEVEL 2--Control Station (Middle Section)

The control station of the MCC sports a strategy room with strategy board (plus attached map label), a sliding command seat, a barracks with two (2) bunks that fold up into two (2) bunk housings, and a sliding detainment cell (jail) for captured Cobra prisoners.

MCC LEVEL 3--Missile Bay (Top Section)

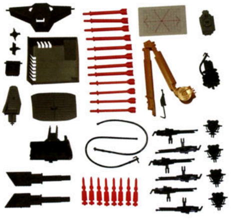
The third section, the missile bay, comes with a tilt-back mini-heliport landing station (helipad), a flip-out rear roof panel, an escape slide that leads G.I. Joe Team members to the ground, an elevator that runs the length of the MCC (noted in "Outer Shell" below as well--as it performs an extra function), and a track-mounted three-piece (fold out) missile command center (pneumatic-lock observation post) that includes the following: a (removable) missile turret ("Swinger" rotating sidewinder-mount missile launcher) with two (2) (removable) missile mounts--and six (6) red missiles (three attached to each mount). Furthermore, there are an extra six (6) red missiles that mount on the floor of the Missile Bay to act as spares for the missile turret.

MCC--Outer Shell

With free-rolling wheels, a bumper post with shock absorbers, a cab assembly radar mount (target acquisition/forward missile control radar) with four (4) "Shockwave" electronic HE-27 250 lb. missiles mounted underneath the radar dish, two (2) "Reflex" coaxial firing computer operated .50 caliber cannons, two (2) side windows, one large flip-down windshield (a multi-layered fused alum-silica glass windshield), a rear missile assembly (the "Barrage" phased array targeting computer/missile launcher) with four (4) mini-missiles, a main cab (that slides up for transport mode and down to open vehicle into command center mode), and an elevator (pneumatic pressure vertical transport station) that holds the outer shell together when compacted (which can be used to gain access to the third level--the Missile Bay--when the MCC is transformed into a command post).

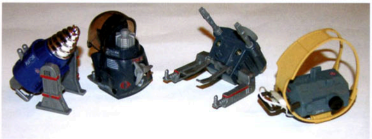
Easily lost pieces include twelve thin red missiles, eight small red missiles, six machine guns, four searchlights, crane, crane hook, gas hose with mount, engine, tactical board, two hoses with nozzles, two mountable machine guns, radar mount, radar, command chair, missile launcher base, two missile launcher attachments, jail cell, and small missile launcher base.

MISB: **$375-525+**, MIB: (complete; all parts included) **$85-110+,** MLC: (complete; all parts included) **$50-75+,** (incomplete) **$25-40**

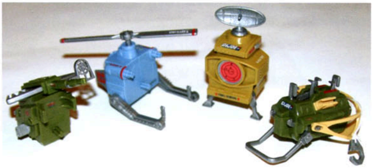


The Mobile Command Center's easily lost pieces.

MOTORIZED ACTION PACKS



Cobra Motorized Action Packs (left to right): Earth Borer, Mountain Climber, Pom-Pom Gun, Rope Crosser.



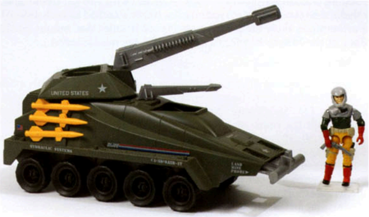
G.I. Joe Motorized Action Packs (from left to right): Anti-Aircraft Gun, Helicopter, Radar Station, Rope Walker.

The above pictured motorized action packs have wind-up motors (charged via a "crank" mechanism) that are triggered by on/off switches. These accessories are easy to find loose, but to find many of them complete with all their labels intact (each action pack came with its own set of stickers) and blueprints are quite a challenge. Many aficionados insist on purchasing these MOC in order to ensure mint complete samples. This first series of Motorized Action Packs contained four (4) G.I. Joe packs, and four (4) Cobra packs:

MOC: **$7-12 each**, MLC: (with labels and blueprints intact) **$5 each,** MLC: (without labels or blueprints) **$2-3**

PERSUADER

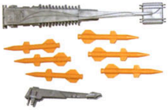
(Includes: Back-Stop figure)



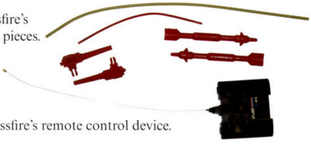
The G.I. Joe Persuader is the mobile laser cannon support for Battle Force 2000's ground forces and looks like it could have been developed at Aberdeen Proving Ground (see Blocker, 1987). With a an elevating main gun--the "Heatwave" 10 Megawatt armor-piercing laser cannon, six (6) "Dart" Sam-37 250 lb. missiles, a smaller rotating laser gun (the monopulse driver-operated laser cannon), a shock-absorbing bumper (reinforced tubular front pushbar), an all-terrain 10-wheel drive unit axle (mounted on pivoting wheel cradles), and a tow hook, this unique vehicle gives the G.I Joe Team added firepower in their fight against Cobra.

Easily lost pieces include the large laser cannon, smaller cannon, and six (6) missiles.

MISB: **$65-70**, MIB: **$15-20,** MLC: **$8-10**



The Persuader's easily lost pieces.



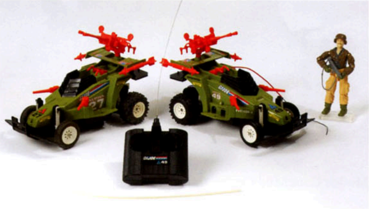
The Crossfire's easily lost pieces.

The Crossfire's remote control device.

R/C RADIO CONTROL CROSSFIRE

(Fast Attack Vehicle ["Alpha 27" or "Delta 49"])

(Includes: Rumbler figure)



With adjustable front wheel alignment, a recharging jack, an "on/off" switch, a clear protector sleeve (a hard-to-find part that is rarely found on loose samples) used to encase and safeguard the toy's black flexible whip antenna, and a very long list of operating instructions ("How to Operate Transmitter") that highlighted the Crossfire's ability to use the toy's speed control stick and steering control stick, this toy is very valuable when found intact--in perfect operating condition. Within the toy's blueprints, collectors were instructed that they could "race 'Alpha 27' [models] against 'Delta 49' [models]," since the R/C Crossfire was solicited at retail in two different model types--each with its own operating frequency: the "Alpha 27" model functioned on a 27 MHz (Megahertz) signal, while the "Delta 49" model operated on a 49 MHz frequency; therefore, the R/C toys could be raced together at the same time.

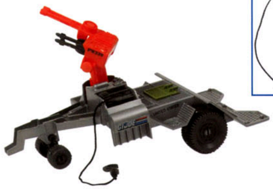
The Crossfire also sports two (2) "Live-Wire" Sam-19 missiles, two (2) "Spinner" side-mounted auto-load 9mm cannons, a larger "Pumper" 20mm cannon (with removable gun sight; all mounted on a gun cradle), the driver's safety restraint (very fragile), and four (4) real rubber inflatable tires (two [2] magnesium alloy one-piece front wheels, two [2] off-road puncture-proof rear tires [NOTE: if a tire deflated, a new one (or a clear antenna sleeve) could be ordered from Hasbro via a "Replacement Parts for Your Crossfire Vehicle" sheet enclosed in MISB samples]).

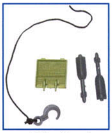
The R/C Crossfire's easily lost pieces include two (2) missiles, two (2) small front-mounted guns, the thin clear antenna protector, a thin orange tube (both are tubes for antenna—these don't necessarily need to be present for the vehicle to be considered "complete") and the Crossfire's remote control device ("power conversion resource").

MISB: **$210-265+**, MIB: **$70-75+,** MLC: **$45-55**

ROAD TOAD B.R.V.

(Battlefield Recovery Vehicle)





The Road Toad's easily lost pieces.

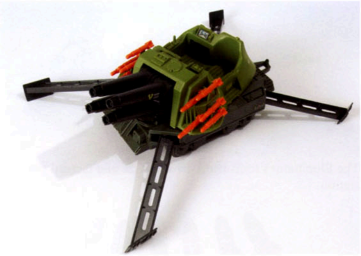
This odd-looking trailer (that must be towed by another vehicle via its universal towing hitch) comes with "Puncher" 25mm dual recoilless cannons, two (2) "Buzz" SSM-94 wire-guided micro missiles, a powerful "Stump-Puller" 250 bhp (Brake Horsepower) winch motor system with a flex-proof reinforced steel-core winch, a rearward personnel platform (room for two G.I. Joe Team members), and a flattened bed (wheeled vehicle transport locators) for towing damaged vehicles.

The B.R.V.'s easily lost pieces include the hook and line, two (2) Buzz missiles, and removable engine cover.

MISB: **$15-18**, MIB: **$6-8,** MLC: **$3-5**

S.L.A.M.

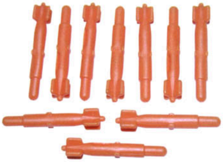
(Strategic Long-Range Artillery Machine)



The S.L.A.M.'s ten (10) "Barrage" thermal night vision control mini-missiles are quite small, therefore it is very rare to locate loose samples of the self-propelled anti-aircraft system with all ten missiles. The S.L.A.M.'s legs are hidden inside the weapon, and these four legs ("Slider" hydraulically-operated support arms with "Dug-In" support arm feet) can be extended to stabilize it while firing. With a rotating turret, a positionable "Four Up" 90mm multi-barreled cannon, free-rolling wheels, a 600hp engine/hydrostatic transmission, a control station that seats two G.I. Joe Team members, and a tow hook with which to carry other G.I. Joe weapons systems, the S.L.A.M. is an interestingly-constructed vehicle.

Easily lost pieces are ten small orange missiles.

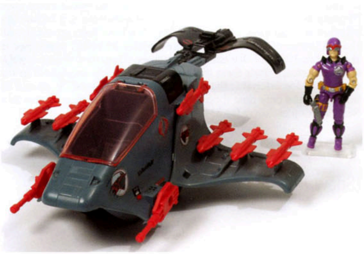
MISB: **$85-95** (hard-to-find), MIB: **$15-20,** MLC: **$5-7**



The S.L.A.M.'s easily lost pieces

SEA RAY

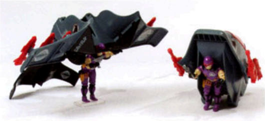
(Includes: Sea Slug figure)



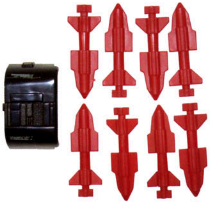
The Sea Ray is a two-stage ship that added weight to Cobra Command's navy with eight (8) "Snake Attack" 200 lb. surface-to-air missiles, two (2) "Pulverizer" 30mm sealed combustion cannons, an opening canopy that contains the pilot's HUD (Heads Up Display) guidance system, and a "Thruster" Mach-2 26k lb. turbojet engine. The Sea Ray can disengage (via a super-reinforced fuselage separation junction) and split into two different fighting vehicles: the front of the ship becomes a floating submarine pod that actually floats in water, while the rear of the craft becomes a one-man glider used for reconnaissance missions.

Easily lost pieces include eight missiles and the engine cover.

MISB: **$160-195**, MIB: **$25-30,** MLC: **$6-10**



Sea Ray: glider and submarine.



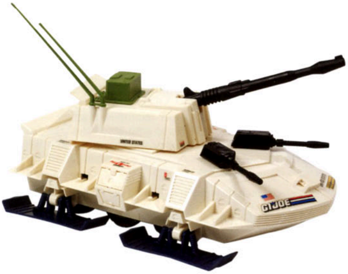
The Sea Ray's easily lost pieces.

BATTLE FORCE 2000 FUTURE FORTRESS

The following six vehicles combine to make the Battle Force 2000 "Future Fortress," and although these vehicles were not technically released at retail until January of 1988, they have been included with the 1987 series of G.I. Joe toys. These vehicles are briefly mentioned in the Hasbro 1987 G.I. Joe catalog as follows: "Together, these 6 highly-advanced attack units form the most indestructible stronghold in the entire G.I. Joe arsenal… the BF 2000 Future Fortress!" It should be noted that the only time these vehicles were released as a set was as a Sears catalog exclusive for $34.99.

[BF 2000] DOMINATOR

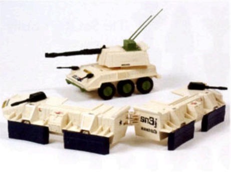
(Snow Tank)



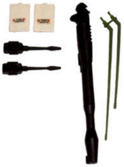
The Dominator Snow Tank was meant to be driven by Battle Force 2000 trooper Avalanche (sold separately, 1987), and split apart into two vehicles/stations: the main body (a wheeled snow vehicle), and a battle emplacement that could combine with the vehicle, flipping the emplacement's skis down when surrounding the main vehicle body. With two (2) "Twin Terror" dual pivoting 7.62mm machine guns, and a "Battle Dog" 152mm XM175 gun/missile launcher, the Dominator Snow Tank was one of the more reasonably-designed of the Battle Force 2000 vehicles.

Easily lost pieces are the antenna, cannon, two removable panels, and two small machine guns.

MISB: **$65-75**, MIB: **$12-14,** MLC: **$6-10**



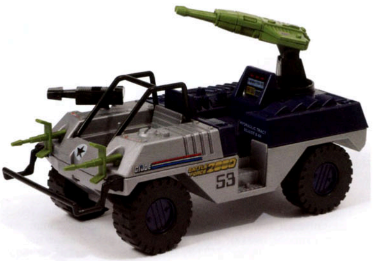
The Dominator, split into the main vehicle and a battle emplacement.



The Dominator's easily lost pieces.

[BF 2000] ELIMINATOR

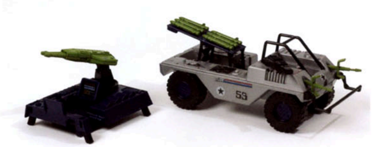
(4WD)



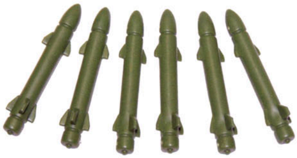
The Eliminator 4WD vehicle was meant to be driven by Battle Force 2000 trooper Blocker (sold separately, 1987), and split apart into two vehicles/stations. The main body of the Eliminator is a 4WD vehicle with pivoting missile rack in the rear, and the secondary vehicle is a removable tactical ground station that could flip out four posts and become a manned laser cannon (that mounted on the base of the 4WD vehicle). The Eliminator has a few interesting action features: a remote-operated dual 20mm repeating auto-load cannons, two (2) "Deflector" sound-deflector pivoting laser guns, a smaller forward-looking infrared (FLIR) radar directed laser cannon, and a "WASP" OG-6 optically guided surface-to-air missile compartment with six (6) WASP missiles.

Easily lost pieces are the six (6) WASP missiles.

MISB: **$65-75**, MIB: **$12-14,** MLC: **$6-10**



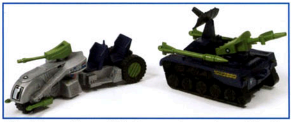
The Eliminator's four-wheel drive vehicle and tactical ground station.



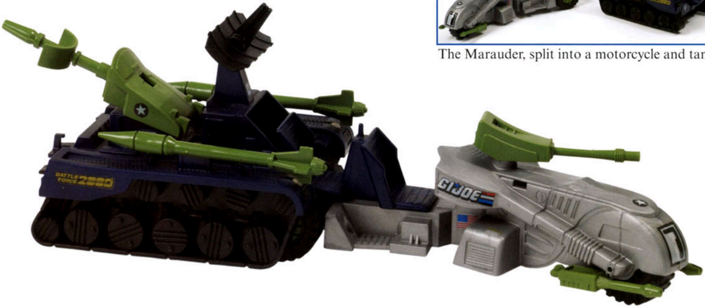
The Eliminator 4WD's easily lost pieces.

[BF 2000] Marauder

(Motorcycle-Tank)



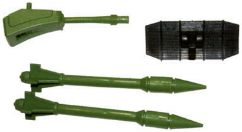
The Marauder, split into a motorcycle and tank.



The Marauder Motorcycle-Tank was meant to be driven by Battle Force 2000 trooper Dodger (sold separately, 1987), and split apart into two vehicles/stations. The first vehicle is a motorcycle with cannons and the second is a tank (non-clogging full amphibious track drive unit) that added extra ground support for the Battle Force 2000 Team. The Marauder has a few interesting features as delineated by its instruction sheet: two (2) "Tanksmasher" OG-17 optical-aimed infra-red homing missiles, a "Big Bore" fully-integrated 25mm anti-armor cannon, a pivoting multiple-sensor electronic purge radar dish, a direct-fire kinetic-energy gun platform (back laser), and two (2) front-mounted "Bushmaster" auto-load 25mm co-axial cannons.

Easily lost pieces include two (2) Tanksmasher missiles, radar dish, and the rear cannon.

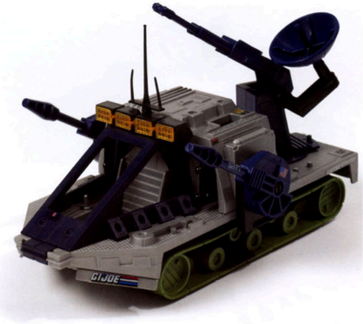
MISB: **$65-75**, MIB: **$12-14,** MLC: **$6-10**



The Marauder Motorcycle-Tank's easily lost pieces.

[BF 2000] Sky Sweeper

(Anti-Aircraft Tank)

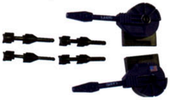


The Sky Sweeper Anit-Aircaft Tank was meant to be driven by Knockdown (sold separately, 1987), and split apart into two vehicles/stations. Its main body is that of a fully armed battle tank, while its secondary vehicle is an armored sentry post ("Outpost" tactical personnel protection/remote-control battle station). This Battle Force 2000 vehicle has the following specifications: "Rerun" dual 20mm repeating auto-load cannons (mounted on the rear platform), two (2) directed "Zap" energy laser-guided weapons, four (4) "JANE" (Jam and Neutralize Enemy) radar homing tactical missiles, and an endoatmospheric defense scanner radar.

The Sky Sweeper's easily lost pieces are its four (4) JANE missiles and two (2) ZAP gun attachments for the armored sentry post.

MISB: **$65-75**, MIB: **$12-14,** MLC: **$6-10**

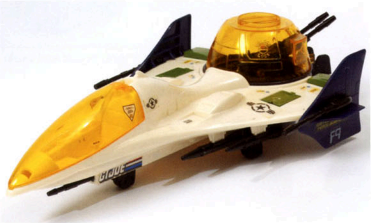
The Sky Sweeper, split into a battle tank and sentry post/battle station.



The Sky Sweeper Anti-Aircraft Tank's easily lost pieces.

[BF 2000] VECTOR

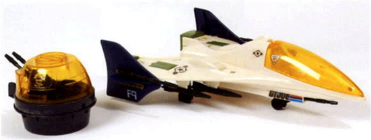
(Jet)



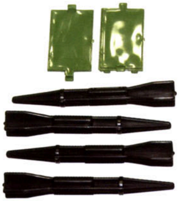
The Vector Jet was meant to be piloted by Maverick (sold separately, 1987), and split apart into two vehicles/stations. Its main body is a high tech jet fighter and its secondary vehicle is an armed battle turret ("Round Off" pivoting surveillance/ballistics pod). The Vector jet possesses the following accoutrements: rear-mounted dual 7.62mm repeating auto-load machine guns, two (2) wing-mounted aircraft pilot controlled (APC) 20mm cannons, four (4) AIM-33 "Narrow Sparrow" air-to-air missiles, a set of "Quick-Blast" twin 7.62mm coaxial machine guns, and an optically-coated infrared HUD (Heads Up Display) blastproof tinted canopy.

Easily lost pieces include two removable panels and four missiles.

MISB: **$65-75**, MIB: **$12-14,** MLC: **$6-10**



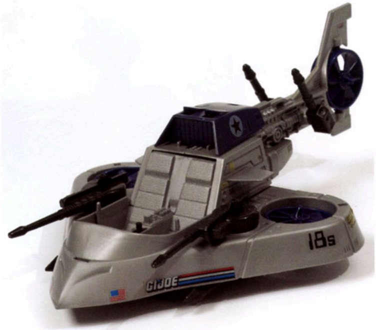
The Vector, split into a jet fighter and battle turret/ballistics pod.



The Vector Jet's easily lost pieces.

[BF 2000] VINDICATOR

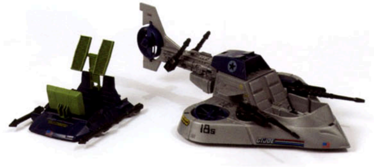
(Hovercraft)



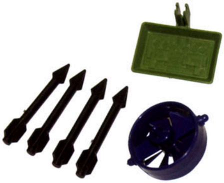
The Vindicator Hovercraft was meant to be piloted by Blaster (sold separately, 1987), and split apart into two vehicles/stations. Its main body is a high tech hovercraft and its secondary vehicle is an armed low-attack vehicle. The armed low-attack vehicle possesses electronic counter-measure deflection screens (radar screen), a fire control database image transmitter (missile panel), and four (4) "Whistler" LG-9 laser-guided hex-finned missiles. This attack vehicle can be ejected from the larger hovercraft by means of a console post in the hovercraft pilot's cockpit. The hovercraft itself has the following accoutrements: one pivoting titanium-finned yaw-controlled rotor, two (2) "Lift-Off" titanium-fined lifting hover rotors, two (2) side-mounted vertically-pivoting 5.56mm machine guns (mounted on the hovercraft's tail), and two (2) pivoting anti-armor gun systems (AAGS).

Easily lost pieces include four (4) missiles, tail rotor, and radar/deflection screen.

MISB: **$65-75**, MIB: **$12-14,** MLC: **$6-10**

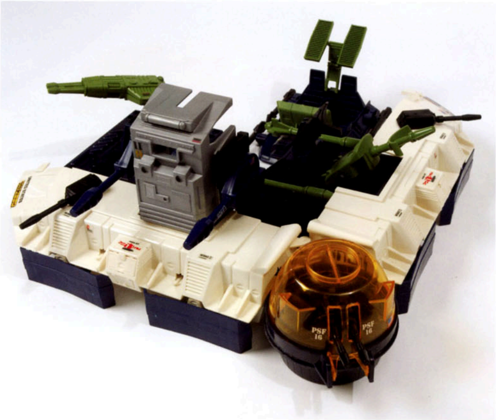


The Vindicator, split into a hovercraft and armed low-attack vehicle.



The Vindicator Hovercraft's easily lost pieces.

THE BF 2000 FUTURE FORTRESS



Children could "collect all 6 Battle Force 2000 vehicles to form the ultimate stronghold… Future Fortress" (from the six vehicles' blueprints), an interesting assembly of all six Battle Force 2000 vehicles, this stronghold is constructed of their secondary component parts. It should be noted that the pieces from these six vehicles do not "snap" together, they simply rest next to one another without the use of interlocking pieces. Many collectors were disappointed by this toy, for children were urged to buy each of these vehicles and drivers with the promise of forming the fortress as a reward--and the toy couldn't even hold itself together. Regardless, the instructions to form the BF 2000 Future Fortress were included in the blueprints of each of its component parts.

MISB (Sears exclusive set only): **N/A** (no recorded MISB set price), (Sears exclusive set price only) MIB: **N/A** (no recorded MIB set price), MLC (all six vehicles sold together) **$38-50**

VEHICLE GEAR ACCESSORY PACK #1

Includes:

Two (2) large green Snow Cat " Avalanche" torpedoes/ski-missiles (as opposed to their standard yellow vcolor)

Two (2) black Snow-Cat skis/missiles bases (standard black color)

Four (4) small green Snow-Cat "Shockwave" missiles (usually yellow)

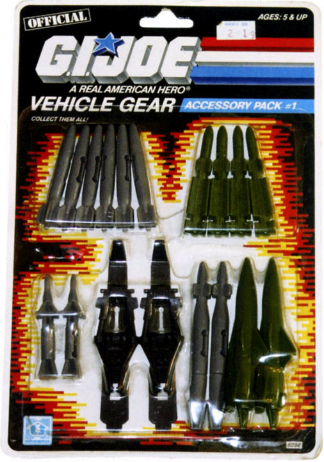
Two (2) gray Devilfish "Captor" torpedoes (usually orange)

Two (2) gray Sgt. Slaughter Triple "T" "HEAT" missiles (usually black)

Six (6) Tomahawk "dumb bombs" (usually white)

Some of these armaments match the colors of standard G.I. Joe accessories, yet a few are rendered in distinctly different colored plastic. If you find a bomb, missile, or accessory for a G.I. Joe vehicle that doesn't match the colors designated in this book (underneath the individual vehicle entries), then it's possibly from the current Joe line (1997-present), or from this Vehicle Gear Accessory Pack (remember: these VGAP armaments are valued at a fraction of the cost of the original armaments included with boxed vehicles).

Mint on Card: **$8-10**, MOC: **$5-7**, MLC: **$2-3**



HYDRAULIC SYSTEMS
NIGHTFORCE
G.I.JOE 92488-E5
92488-A1
92488-R2
HATCH
STATES

Series VII 1988

Hasbro really branched out with its G.I. Joe line in 1988--as over forty figures and forty-plus vehicles were produced for Series VII. In 1988 Hasbro began to "re-cast" vehicles, figures, and accessories (utilizing previous molds) with different plastic colors, new labels and decos, and varied paint schemes (a pattern used throughout the duration of the vintage line). For example, in 1988 old figure and vehicle sculpts were done over in "Tiger Force" and Toys 'R Us Exclusive "Night Force" themes. These re-imagined toys did remarkably well in retail stores and are currently highly desirable on the secondary market. Night Force pieces have become especially rare and expensive due to their exclusive nature, and Tiger Force figures and vehicles are popular because of their vibrant colors and tiger stripes.

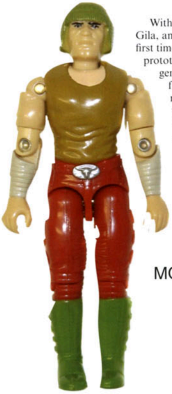
Besides the addition of Tiger Force and Night Force figures and vehicles, two new factions were added to the ranks of G.I. Joe and Cobra. Both the Battle Force 2000 Team (1987/88) and Destro's elite Iron Grenadiers would become sub-teams that offered "high-tech/cutting edge" figures and vehicles to collectors. Although Destro's Iron Grenadiers were well-received, Battle Force 2000 was not (note that the BF 2000 vehicles are pictured in Series VI, 1987, as the six figures used to support these vehicles were released in winter 1987).

Interesting promotional offers dominated retail shelves in 1988. First came the G.I. Joe Face Camouflage two-packs (Jungle Kit: Jungle Green & Swamp Water Green; Desert Kit: Rattler Brown & Mirage Tan; Night/Snow Kit: Midnight Black & Glacier White; Sea Kit: Barracuda Blue & Hurricane Blue), which was non-toxic face paint that was "…developed and is authorized for use only by Joe team personnel and their civilian supporters." Second were the G.I. Joe Micro Figures (who were randomly packaged on individually-carded action figures' package fronts), which were "1 ¾" replicas of the 20 greatest G.I. Joe heroes and most evil Cobra characters of all time!", and lastly was the G.I. Joe Super Trooper mail-in, a "…metallized" action figure replete with "'silver plated' helmet, shield, chest, and weapon."

ARMADILLO

Rolling Thunder Driver

Included with the Rolling Thunder.



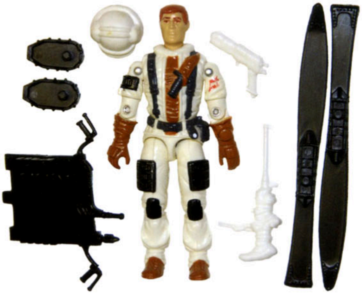
With the alternate code names of Rumbler, Gila, and Sand-Turtle, provided here for the very first time is the opening paragraph of Armadillo's prototype file card: "The modern third generation armored personnel carrier is a far cry from the old 'box on tracks' that nobody wanted to ride inside of. The new vehicles are faster, lower, better armored, more heavily armed and crammed with much more complex electronic targeting gear. The drivers must be capable of dealing with a confusing array of situation displays, threat warnings and environment sensors while steering 50,000 lbs of dead weight through barrages of anti-tank missiles and trying to avoid land mines. Needless to say, everybody would rather sit on top of them than ride inside."

MOC: **N/A**, MLC: **$4-7**

BLIZZARD

Arctic Attack Soldier

(Includes: Helmet, Pistol, Backpack/Sled with Skis, Ice Shoes, Machine Gun)



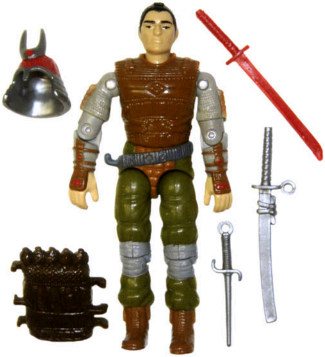
Blizzard (with the prototype code names of Cold-Front and North-Wind) is the G.I. Joe Team's latest cold-weather trooper (an Arctic Attack Solider), and as such, has a fascinating array of weaponry; his backpack (with tiny removable handle attachments) can combine with his skis to form a small attack sled.

MOC: **$25-30**, MLC: **$5-10**

BUDO

Samurai Warrior

(Includes: Samurai Head Gear, Crimson Sword, Ornamental Sword, Sai, Pack)



Budo (alternate code-names: Katana [a Japanese sword [i.e. "samurai sword"], Daito [from the Japanese martial art Daito-ryo Aiki-jojutsu], and Slasher) was designated as a "Martial Artist" on his prototype dossier.

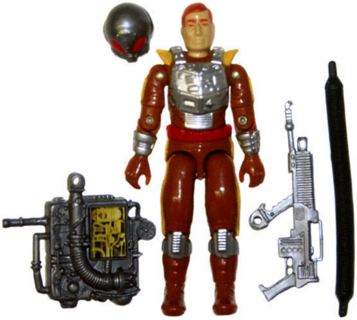
It should be noted that "Budo" is the Japanese blanket term for "martial arts": where *bu* means "martial" and *do* is defined as "path to enlightenment."

MOC: **$30-35**, MLC: **$5-10**

CHARBROIL

Flamethrower

(Includes: Flamethrower, Flame-Retardant Hose, Pressurized Thermochemical Backpack, Thermo-Insulated Oxygenated Helmet)



Charbroil (prototype code names: Cinder, High-Flame, and Bunsen) was released as an action figure with two different eye colors (red or black), but neither of these variations seem to be more valuable than the other.

For the very first time in print, what follows is Charbroil's prototype dossier's original Peer Personality Profile: "Charbroil? You know, for a flame-thrower specialist, he's a pretty nice guy. Likeable. You gotta understand that a guy who carries a tank of jellied gasoline on his back isn't going to win no popularity contest in the middle of a firefight, but ol' Charbroil is all right. Got a lot of warmth."

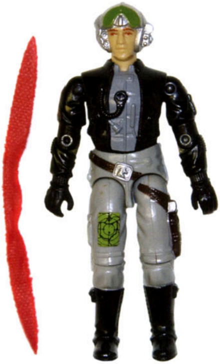
MOC: **$25-30**, MLC: **$5-10**

GHOSTRIDER

G.I. Joe X-19 Stealth Fighter Pilot

(Includes: Scarf)

Included with the Phantom X-19 Stealth Fighter.



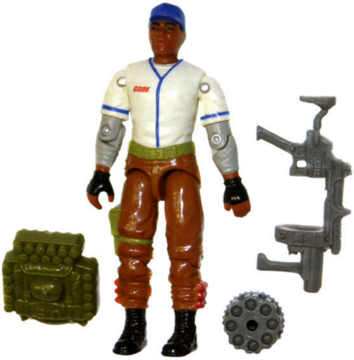
With one of the oddest G.I. Joe accessories in the vintage line (a red cloth flight scarf), Ghostrider's (prototype code names: Ghostwing, Blipless, No-Show, Silent Knight, Slinker, and Wraithwing) character has "willed himself to be invisible" for many years.

MOC: **N/A**, MLC: **$10-14**

HARDBALL

Multi-Shot Grenadier

(Includes: Two-Piece Multi-Shot Grenade Launcher, Backpack)



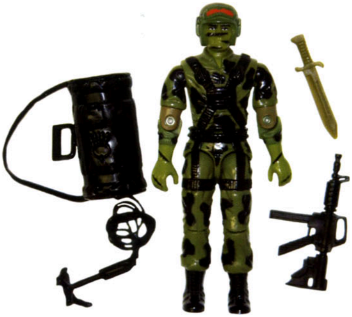
Hardball (with the original MOS of "Blooper Man" and the prototype code names of Thumper, High-Pop, Line-Drive, and Lob-Shot) wears a baseball uniform, has the file name "Wilmer S. Duggleby" (a play on Major General "Abner Doubleday" [the man who may (or may not) have invented baseball]), and was born in Cooperstown, New York: home of the Baseball Hall of Fame.

MOC: **$25-30**, MLC: **$5-8**

HIT & RUN

Light Infantryman

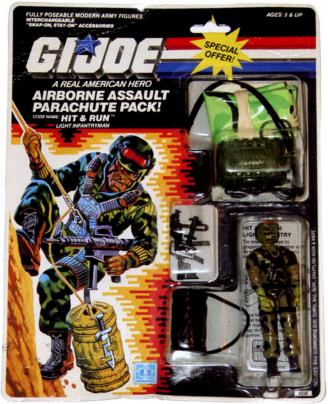
(Includes: Colt 9mm Submachine Gun, Duffel Bag, Rope, Grappling Hook, Knife)



Hit & Run (a pun on both the method in which his character was orphaned by a drunk driver, and the technique with which he approaches his MOS [Military Occupational Specialty]) was a popular action figure. His dark camouflage and realistic accessories (note the Colt model 635 submachine gun) made this toy a strong seller off of retail pegs. With the prototype code names of Night Raid and Rope-Burn, Hit & Run was also offered as a Target exclusive with an orange file-card, and a (HALO) Parachute Pack (for the Target excusive, see the very next entry; for the Parachute Pack itself, see 1985).

MOC: **$40-45**, MLC: **$6-12**

[HIT & RUN] AIRBORNE ASSAULT PARACHUTE PACK


FULLY POSEABLE MODERN ARMY FIGURES
INTERCHANGEABLE "SNAP-ON, STAY-ON" ACCESSORIES
AGES: 5 & UP
G.I. JOE
SPECIAL OFFER!
A REAL AMERICAN HERO
AIRBORNE ASSAULT PARACHUTE PACK!
CODE NAME: HIT & RUN™
LIGHT INFANTRYMAN

Light Infantryman

(Includes: Colt 9mm Submachine Gun, Duffel Bag, Rope, Grappling Hook, Knife, Parachute Pack)

Target Exclusive

The Series VII 1988 Hit & Run action figure was also released as a Target exclusive with an Airborne Assault Parachute Pack. This HALO parachute and rigging are exactly the same as the Parachute Pack mail-away (1985), although this set did not come with the original Parachute Pack's gas mask. The blueprints for the Target exclusive Parachute Pack are *much* smaller in size than the Hasbro Direct mail-away Parachute Pack, and these blueprints are impossible to obtain on the secondary market (with the exception of finding them via sealed MOC samples). Furthermore, Hit & Run's Target exclusive file card is orange in color, not the typical gray, and this set included the very *same weapons as a regular single-carded issue Hit 'n Run*.

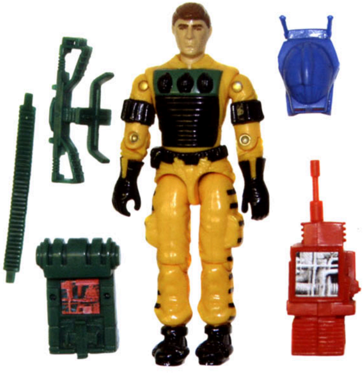
Therefore, both the Hit & Run action figure and the (HALO) Parachute Pack are fairly common items, so the real value of the Hit & Run Target exclusive is only as a *carded sample* (Mint on Mint Card [MOMC = $$$$] or Mint on Card [MOC = $$$]). Collectors should take care when buying "Hit & Run Target Exclusive" (as your keyword search) action figures either online or in secondary shops, as these toys can be kit-bashed (cobbled) together from loose, single-carded Hit & Run samples (common = $12-15 ea.) plus loose Parachute Pack mail-away samples (common as well = $5-7 ea.).

MOMC: **$450-525**, MOC: **$295-350,** MLC: (with orange file card) **$25-35,** MLC: (without file card) **$14-20**

LIGHTFOOT

Explosives Expert

(Includes: Nightvision Helmet, Mine Detector Unit, Hose, Robot, Backpack)



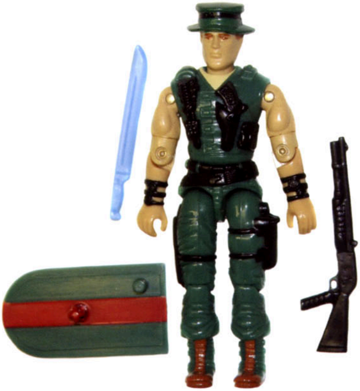
With the prototype code names of Hotfoot, Nitro, and Chain-Fire, the G.I. Joe Explosives Expert--Lightfoot--was the meticulous new demolitions man for the G.I. Joe Team in 1988. Regarding his action figure, it should be noted that the small red "box with an antenna" accessory is a robot that Lightfoot utilizes for bomb disposal and EOD (Explosives Ordnance Disposal) purposes.

MOC: **$20-25**, MLC: **$5-10**

MUSKRAT

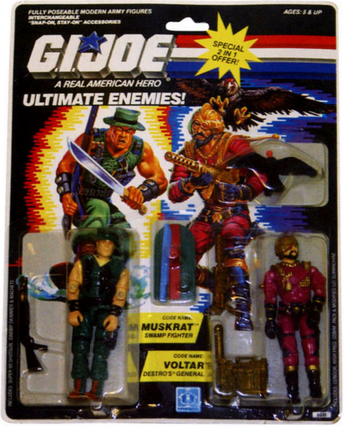
Swamp Fighter

(Includes: Super 90 Shotgun, Swamp Skimmer, Machete)



As a child Muskrat "spent his formative years up to his knees in one swamp or another," until he joined the G.I. Joe Team. Muskrat's accessories are interestingly-colored and designed, particularly his "boogie board" (swamp skimmer--a primitive form of transportation in a swamp); his prototype code names included Mossback, Swamp-Runner, Bayou, Wet Willy, Swamp Dawg, Gumbo, and Bad-Bayou.

MOC: **$25-30**, MLC: **$5-10**


FULLY POSEABLE MODERN ARMY FIGURES
INTERCHANGEABLE
"SNAP-ON, STAY-ON" ACCESSORIES
AGES: 5 & UP
G.I. JOE
SPECIAL 2 IN 1 OFFER!
A REAL AMERICAN HERO
ULTIMATE ENEMIES!
CODE NAME MUSKRAT SWAMP FIGHTER
CODE NAME VOLTAR DESTRO'S GENERAL

[Muskrat] Ultimate Enemies!

Swamp Fighter

(Includes: Super 90 Shotgun, Swamp Skimmer, Machete)

Target Exclusive

As part of a Target exclusive two-pack with Voltar (1988), Muskrat was one of the two characters packaged in the "Ultimate Enemies" deluxe set. The two action figures included with this set came with the same weapons as their single-carded offerings, but the toys' file cards were orange in color as opposed to the standard gray. Collectors should note that both figures in this two-pack are common finds on the secondary market (MLC), so the true value for this Target exclusive is only as a carded sample, whether Mint on Mint Card (MOMC = $$$$) or Mint on Card (MOC = $$$), *or* as loose samples with their orange file cards (or a full, uncut card back).

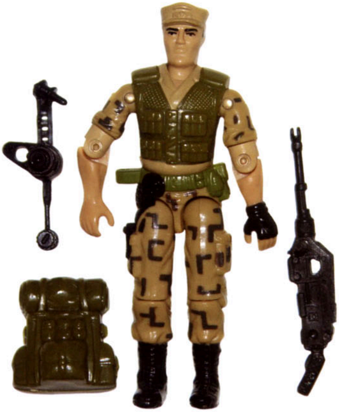
The back story behind this oddly-chosen two-pack (how exactly are Muskrat and Voltar the ultimate foes?) is delineated on the card back's text as follows: "Tempers explode whenever these two 'Ultimate Enemies' clash on the battlefield! Each fearless soldier is ready to do whatever is necessary to defeat each other and achieve total victory!"

MOMC: (Mint on Mint Card) **$475-575**, MOC: **$300-375,** MLC: (with orange file card) **$25-30,** MLC: (without orange file card) **$5-10**

Repeater

Steadi-Cam Machine Gunner

(Includes: Machine Gun, Body Mount, Backpack)



Repeater's weapon has been attached to his waist for a "steady-cam/steadi-cam" effect--where "steady-cam" indicates a method of firing a weapon which mechanically isolates the operator's movement from the machine gun, allowing a very smooth shot even when its operator is moving quickly over an uneven surface. His prototype code names: Graze-Fire, Reaper-Man, and Mower.

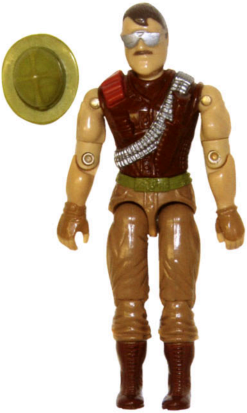
MOC: **$25-30**, MLC: **$5-10**

Sgt. Slaughter

Drill Instructor

(Includes: Hat)

Included with the Warthog A.I.F.V.



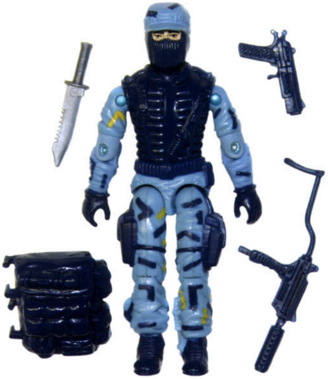
This version of Sgt. Slaughter (for more biographical information, see v1, 1985--and v2, 1986) is the lone "Sarge" action figure with a removable military campaign hat, and the toy is easily found with its accessory--mint, loose and complete.

MOC: **N/A**; MLC: **$6-10**

SHOCKWAVE

S.W.A.T. Specialist

(Includes: Machine Gun, Pistol, Knife, Backpack)



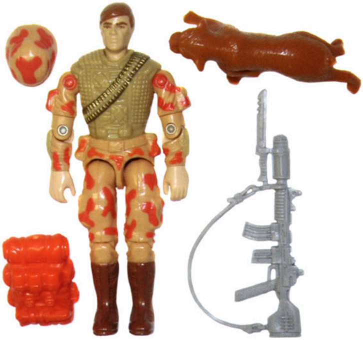
Shockwave acted as the G.I. Joe Team's first S.W.A.T. (Special Weapons and Tactics) specialist, and his realistic design—clad in blue and urban camouflage—made him a popular action figure on the secondary market.

MOC: **$30-35**, MLC: **$8-12**

SPEARHEAD & MAX

Point Man & Bobcat

(Includes: Bobcat, Rifle, Knife, Helmet, Backpack)



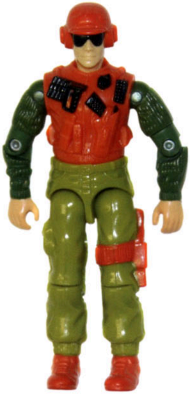
It should be noted that there was no reference to Spearhead's bobcat, Max, in the character's prototype file card. A highly-trusted soldier, Spearhead's prototype code names were Frontline and First-Wave, and his file name was changed from the prototype Walter C. Hallgren to the current Peter R. Millman (a former Hasbro toy designer).

MOC: **$25-30**, MLC: **$7-10**

SKIDMARK

Desert Fox 6W.D. Driver

Included with the Desert Fox 6 W.D.



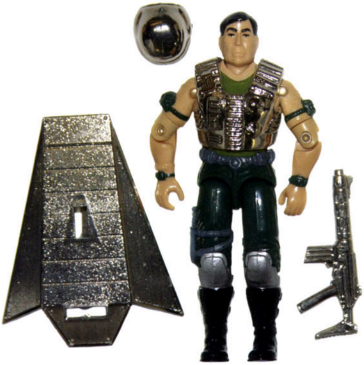
As a child, Skidmark was, "Annoyingly polite, maddeningly well groomed, and excruciatingly successful in his studies" (from the file card). Yet after receiving his first driver's license, he "subsequently shattered all-known records for the accumulation of speeding violations," and this led to his appointment to the Joe team.

MOC: **N/A**, MLC: **$4-7**

SUPER TROOPER

(Includes: Helmet, Shield, M-17 Machine Gun)

Mail-Away Exclusive



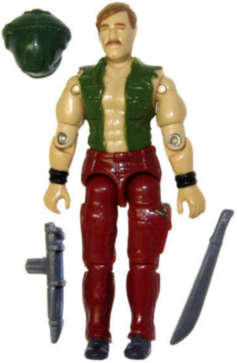
As a character, the Hasbro Direct mail-away figure known as Super Trooper had the file name Lieutenant "Paul Latimer" (taken from a Hasbro Toys & Games employee [changed from Virgil M. Carmody]). Super Trooper's prototype code name was Hard Corps, and this exceptional soldier "...graduated at the top of his class... through a new Army school that's so secret it doesn't have a name. Suffice to say that the object of that program is to produce highly motivated individuals with advanced technical skills for deep penetration operations with virtually no support" (from the prototype file card).

MISBaggie: **$25-35**, MLC: **$8-12**

WILDCARD

G.I. Joe Mean Dog Driver

(Includes: Helmet, Machete, Backpack)



Wildcard put his destructive potential to the test in the U.S. Army where it this power is considered more of a skill than a liability, as discussed in his mass-produced file card. Wildcard's Peer Personality Profile highlights his powerful ability, for "...when Wildcard is driving the Mean Dog, the vehicle becomes an extension of himself; a raging engine of destruction, pulverizing all in its path... a violation of the Geneva Convention!"

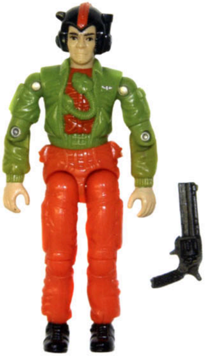
MOC: **N/A**, MLC: **$4-7**

WINDMILL

Skystorm X-Wing Chopper Pilot

(Includes: Revolver)

Included with the Skystorm X-Wing/Cross Wing Chopper.



Windmill, pilot of the new and experimental Cross Wing Chopper, was involved in piloting top-secret prototype helicopters before joining the G.I. Joe Team. He now flies the X-Wing Chopper, a combination rotary/fixed wing aircraft. With the prototype code names of X-Terminator, Cyclone, Xyclone, Cool-Breeze, and Chill, the Skystorm X-Wing Chopper pilot took his file name, "Edward J. Roth," from Hasbro employee Edward Roth, who worked in the company's Market Research division.

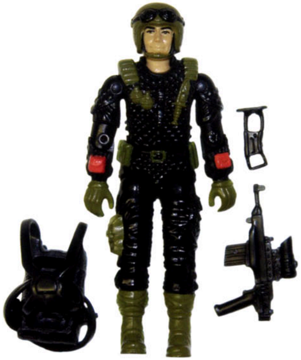
MOC: **N/A**, MLC: **$4-7**

(NIGHT FORCE) CRAZYLEGS

Assault Trooper

(Includes: EM-4 Assault Rifle w/Stock, Parachute Backpack)

Toys 'R Us Exclusive



Packaged together with Night Force Outback in a Toys 'R Us exclusive two-pack, this version of the G.I. Joe Team's musically-talented Assault Trooper--Night Force Crazylegs--is provided with a unique character assessment on his Peer Personality Profile, highlighting the Joe's new responsibilities/considerations as a member of Night Force.

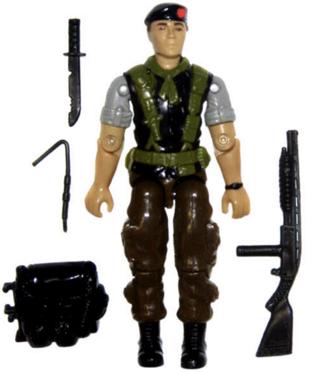
MOC: (w/Night Force Outback) **$140-180**, MLC: **$15-20**

(NIGHT FORCE) LT. FALCON

Green Beret

(Includes: Special Forces Field Communications Pack w/Antenna, 12-Gauge Pump Shotgun, Bowie Survival Knife)

Toys 'R Us Exclusive



Packaged together with Night Force Sneak Peek in a Toys 'R Us exclusive two-pack, Lt. Falcon (not simply "Falcon" (1987) anymore) is now one of the field commanders of the new Night Force Team, as described in his mass-produced file card's Peer Personality Profile.

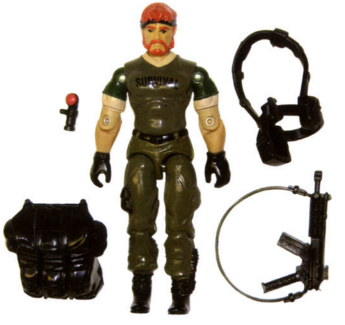
MOC: (w/Night Force Sneak Peek) **$95-115**, MLC: **$22-26**

(NIGHT FORCE) OUTBACK

Survivalist

(Includes: Heckler and Koch G3 Rifle, Web Belt, Flashlight, Survival Backpack)

Toys 'R Us Exclusive



Packaged together with Night Force Crazylegs in the Toys 'R Us Exclusive Night Force two-pack, Night Force Outback now applies his survival tactics and instincts to night fighting as well.

As an action figure, the most frequently missing piece to complete Night Force Outback is his small black flashlight with a red dot on its lens. Take care when buying loose specimens that this flashlight is included. For a longer biography, see Outback (1987).

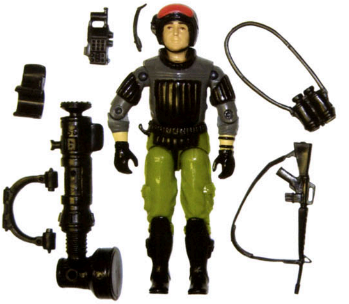
MOC: (w/Night Force Crazylegs) **$140-180**, MLC: **$32-40**

(NIGHT FORCE) SNEAK PEEK

Advanced Recon

(Includes: Walkie Talkie, Binoculars, M-16A Rifle, Variable Range Optical Field Scanning Device, Multiband Radio Transponder Unit)

Toys 'R Us Exclusive



Night Force Sneak Peek was packaged together with Night Force Lt. Falcon in a Toys 'R Us exclusive two-pack. For additional information on the character, see Sneak Peek (1987).

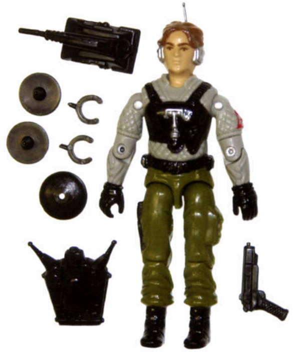
MOC: (w/Night Force Lt. Falcon) **$95-115**, MLC: **$18-25**

(NIGHT FORCE) PSYCHE-OUT

Deceptive Warfare

(Includes: Variable Wave Field Projector with ELF Sonic Generator, Two iBig Earî Sonic Receivers, .45 Assault Pistol, Backpack)

Toys 'R Us Exclusive



The master of deceptive warfare, (Night Force) Psyche-Out, was packaged together with Night Force Tunnel Rat in a Toys 'R Us exclusive two-pack. For a longer biography of this character, see Psyche-Out (1987).

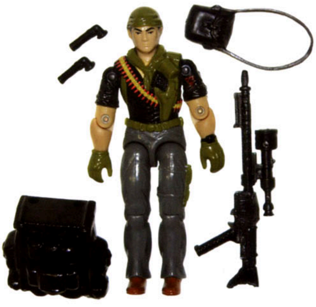
MOC: (w/Night Force Tunnel Rat) **$140-180**, MLC: **$18-25**

(NIGHT FORCE) TUNNEL RAT

EOD

(Includes: Satchel, Air-Cooled 7.62mm Machine Gun with Infrared Scope, Tunnel Floodlight System with Two Detachable Halogen Hand Lamps)

Toys 'R Us Exclusive



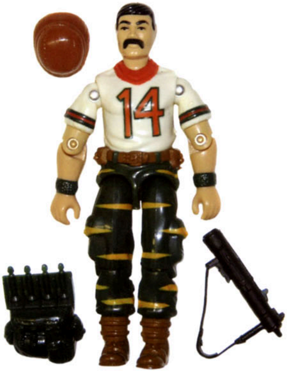
Packaged together with Night Force Psyche-Out in a Toys 'R Us exclusive two-pack, Night Force Tunnel Rat's MOS (Military Occupational Specialty) of EOD (Explosive Ordnance Disposal) seems perfectly suited for his appointment to the Night Force Team. For a longer biography of this character, see Tunnel Rat (1987).

MOC: (w/night Force Psyche-Out) **$140-180**, MLC: **$35-42**

(Tiger Force) Bazooka

Tiger Force Missile Specialist

(Includes: Helmet, M.A.T. Missile Launcher, Missile Pack)



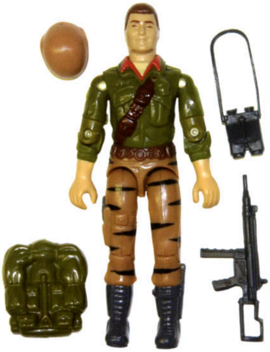
Bazooka (1985) was the G.I. Joe Team's original Missile Specialist, and because of his prowess within this MOS (Military Occupational Specialty), he received a transfer onto the elite Tiger Force Team. For a fuller biography of this character, see Bazooka (1985).

MOC: **$25-30**, MLC: **$7-10**

(Tiger Force) Duke

Tiger Force First Sergeant Squad Leader

(Includes: Binoculars, Helmet, Assault Pack, M-3 Submachine Gun)



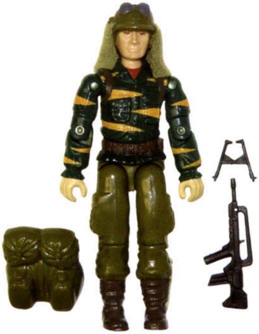
Duke is the lauded "First Shirt" (First Sergeant) of the G.I. Joe Team, and with this version of his character, Hasbro has restated and revised his dossier to fit his new position as Tiger Force First Sergeant Squad Leader. Astute collectors will notice that Duke's hair color is now changed to brown, as opposed to his original blond color. Regardless of this discrepancy, for a fuller biography of this character, collectors should regard Duke's earlier entries (1983, 1984).

MOC: **$32-40**, MLC: **$10-12**

(Tiger Force) Dusty

Tiger Force Desert Trooper

(Includes: FAMAS w/Bipod, Backpack)



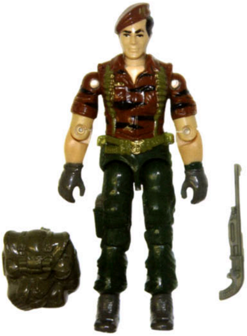
An excerpt from Tiger Force Dusty's mass-produced file card reviews his military training and martial ability: "When Tiger Force was in need of a desert combat specialist, Dusty wasted no time in signing up for it!" This was a smart move for a soldier who's MOS (Military Occupational Specialty) of Desert Trooper perfectly complements the elite Tiger Force Team.

MOC: **$24-28**, MLC: **$6-10**

(Tiger Force) Flint

Tiger Force Warrant Officer Special Forces

(Includes: Short Barrel Shotgun, Backpack)



Flint has gone Special Forces in his Tiger Force incarnation, and he has the distinction of having no new text whatsoever added to his new--Tiger Force Warrant Officer Special Forces--file card. For a longer biography of this character, see Flint (1985).

MOC: **$25-30**, MLC: **$7-10**

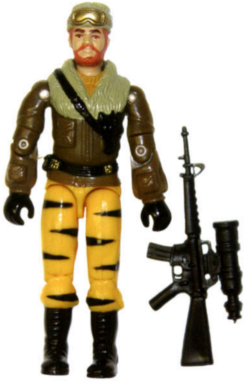
(TIGER FORCE) FROSTBITE

Tiger Cat Driver

(Includes: Rifle)

Included with the Tiger Cat.

Before joining Tiger Force as the Tiger Cat Driver, Frostbite (formerly the Snow Cat Driver) "... went to Army Transportation School [at Fort Eustis, Virginia] where he learned how to drive every known vehicle used by the United States Armed Forces." For a fuller biography of this character, see Frostbite (1985).



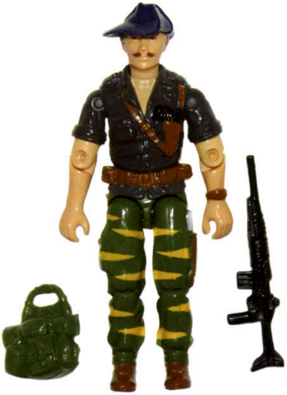
MOC: **N/A**, MLC: **$6-10**

(TIGER FORCE) RECONDO

Tiger Fly Pilot

(Includes: Cross Country Backpack, M-1 4E2X Rifle)

Included with the Tiger Fly.



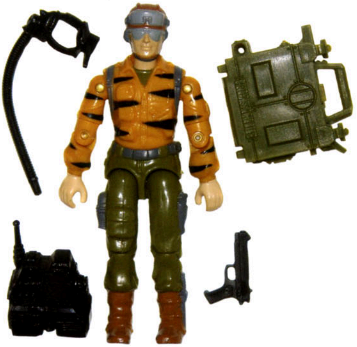
Tiger Force Recondo's mass-produced file card completely revises this character's history, suggesting the Recondo had been recruited by the G.I. Joe Team as a helicopter pilot rather than as an infantryman. For a fuller—and more accurate--biography of this character, see Recondo (1984).

MOC: **N/A**, MLC: **$7-12**

(TIGER FORCE) LIFELINE

Tiger Force Medic

(Includes: EMS Kit w/Oxygen Mask, Browning Double-Action Relay Pistol, Relay Backpack)



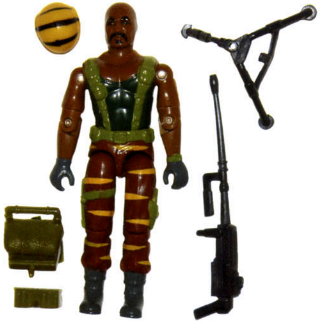
There is a bit of revisionist history in Tiger Force Lifeline's mass-produced file card, for this dossier states that the character's "...status [on the G.I. Joe Team] was made permanent when he was selected by Tiger Force as a battlefield medic." This statement is categorically untrue, and misleads the reader into thinking that Lifeline was a originally a medic for the G.I. Joe Team on an *interim* basis. For a longer biography of this character, see Lifeline (1986).

MOC: **$25-30**, MLC: **$6-10**

(TIGER FORCE) ROADBLOCK

Tiger Force Heavy Machine Gunner

(Includes: Backpack, M-2X Machine Gun w/Tripod, Ammo Box, Helmet)



Roadblock is a trooper whose first ambition was certainly not to join the U.S. Military, for: "He was selected by Tiger Force because of his ability to operate a heavy machine gun, in addition he could transform simple K-rations into gourmet delicacies" (from his mass-produced file card). For a fuller biography of this character, see Roadblock (1984, 1987).

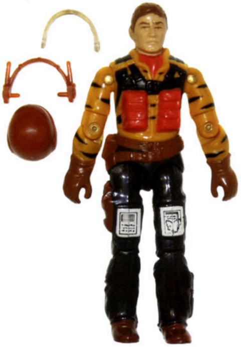
MOC: **$25-35**, MLC: **$8-10**

(TIGER FORCE) SKYSTRIKER

Tiger Rat Pilot

(Includes: Helmet, Visor, Radio Headset)

Included with the Tiger Rat.



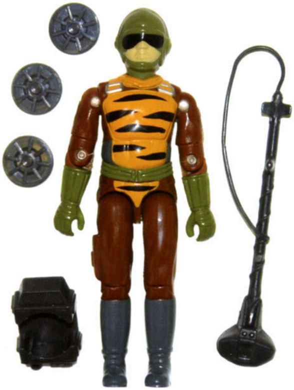
The Tiger Rat Pilot, code named Skystriker is the only member of Tiger Force who is an all-new character created by Hasbro (however his body sculpt is essentially a re-painted Thunder head mounted on a re-cast Wild Weasel body [both 1984]). As a toy, Skystriker's complex array of accessories (helmet, visor, radio headset--similar to Thunder's [1984]) made him a popular figure on the secondary market.

MOC: **N/A**, MLC: **$18-25**

(TIGER FORCE) TRIPWIRE

Tiger Force Mine Detector

(Includes: Mine Sweeper, Three Landmines, Mine Detector Backpack)



For a fuller biography of this character, see Tripwire (1983).

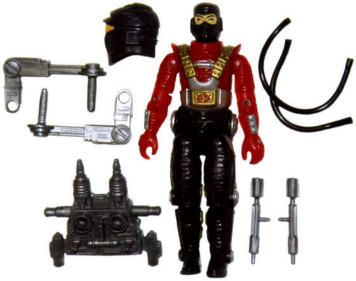
MOC: **$25-30**, MLC: **$7-10**

1988 COBRA FIGURES

ASTRO-VIPER

Cobranaut

(Includes: Jet Pack, Two Guns, Two Hoses, Two Control Arms, Helmet)



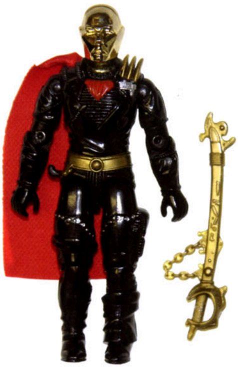
The Astro-Viper's prototype code names were Cosmo-Viper, Star-Viper, and until immediately before production: Cobra-Naut; changed because according to Larry Hama, "Cobra-Naut seems a little confusing… semantically, It denotes 'one who sails on snakes.' I think most people would assume that a Cobra-Naut was a naval specialist" (from the prototype dossier).

MOC: **$25-30**, MLC: **$7-10**

DESTRO [IRON GRENADIERS]

(Includes: Ceremonial Sword)

Included with Destro's Despoiler.



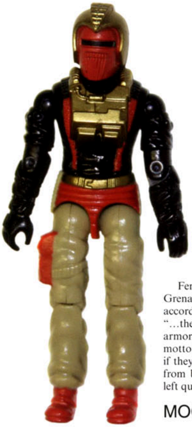
This version of Destro, clad in a gold battle mask with red cape and ceremonial sword, showcases him as the leader of his new high-tech Iron Grenadiers sub-team, and highlights his separation from Cobra Command. Destro and his regiment of Iron Grenadiers would ultimately become fan favorites--as Larry Hama utilized them quite frequently in the Marvel comic book where the writer was free to explore James McCullen Destro's Scottish background. For more information on this character, see Destro (1983).

MOC: **N/A**, MLC: **$7-10**

Ferret [Iron Grenadiers]

Iron Grenadier D.E.M.O.N. Drivers

Included with the D.E.M.O.N.



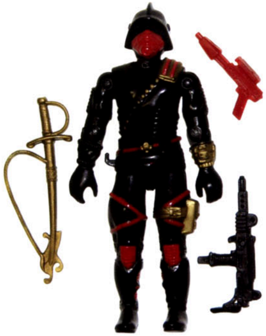
Ferrets are members of Destro's Iron Grenadiers (1988) organization, who according to their prototype dossier are "…the backbone of Destro's (1982, 1988) armored assault squadrons., "...whose motto should be "Don't look back!", for if they and their D.E.M.O.N.s are attacked from behind, the drivers and vehicles are left quite vulnerable to enemy armaments.

MOC: **N/A**, MLC: **$6-8**

Iron Grenadiers [Iron Grenadiers]

Destro's Elite Troopers

(Includes: Machine Gun, Sword, Pistol)



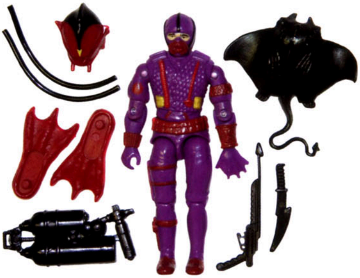
The Iron Grenadiers form the backbone of Destro's own military forces and should be considered as separate from Cobra Command's vast legions (although the two groups do work in tandem on occasion). As a final note, their original code names were "The Nameless Legion, Stainless Steel Brigade, and The Hard Corps" on Larry Hama's prototype dossier.

MOC: **$30-40**, MLC: **$10-14**

Hydro-Vipers (Demon of the Deep)

Cobra Underwater Elite Trooper

(Includes: Regulator helmet, Dagger, Harpoon Gun, Scuba Pack, Fathom Fins, Devil Ray, Two Hoses)



Similar to Snow Serpents (1985), Ice Vipers (1987), and Sea Slugs (1987), Hydro-Vipers are "…qualified Eels (Cobra Frogmen) who volunteer to be surgically altered [via] procedures is known to be psychologically destabilizing…"

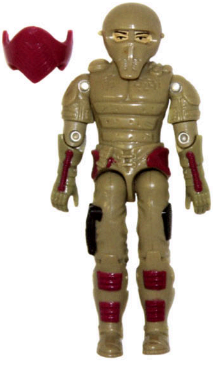
MOC: **$30-40**, MLC: **$8-12**

Nullifier [Iron Grenadiers]

Iron Grenadiers A.G.P. Pilot

(Includes: Visor)

Included with the A.G.P.



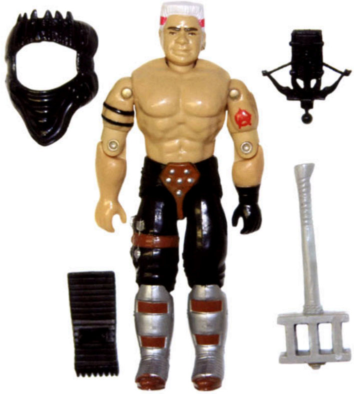
The Nullifier action figure is often referred to in collectors' circles as having some of the strangest aesthetics of any of the vintage line's G.I. Joe toys. The Nullifier's costume has a heavy sci-fi influence, perhaps even Egyptian in origin, as there appear to be runes or hieroglyphs adorning his uniform. The characters' peculiar diet and nervous temperament are elaborated upon in the character's Peer Personality Profile, and the Nullifiers' prototype MOS was "Destro's Destroyers" instead of "Iron Grenadiers A.G.P. Pilot(s)."

MOC: **N/A**; MLC: **$4-7**

Road Pig

Dreadnok

(Includes: Spiked Battle Shield, Cinderblock Hammer, High-Powered Crossbow, High-Intensity Impact Pads)



Although Road Pig's file name is "Donald Deluca" (a former Hasbro designer) on his mass-produced file card, Larry Hama provided him with an alternative, prototype file name of Theopholis Kallikak. The name Theopholis Kallikak is an allusion to the "Jukes" and the "Kallikaks"—pseudonyms used for the two families that were utilized as examples in the early 20th century to argue that there was a genetic disposition toward both anti-social behavior (the Jukes), or low intelligence (the Kallikaks). Of the anti-social Jukes, Theopholis was the worst of the bunch.

Regardless of his file name's allusive origins, Road Pig has become one of the more popular of Zartan's (1984) Dreadnoks (see Buzzer [1985], Ripper [1985], Torch [1985], Monkeywrench [1986], and Thrasher [1987]), and one of the most reprehensible. Ugly, cruel, dishonorable, and malodorous, Road Pig's uniform (replete with a *circle-A* "anarchy" tattoo [an "A" surrounded by a circular "O"; i.e. *a*narchism = *o*rder [see the English punk band Crass]) and accessories speak to his outlandish character. In the Marvel comic book, Road Pig suffered from dissociative identity disorder, switching between his thuggish and abrasive "Road Pig" personality, and that of the sweet and considerate "Donald DeLuca." As a curious aside, Road Pig's birthplace of Goblu, MI is a fictional town not appearing on any standard U.S. map: Goblu is an allusion to those diehard Michigan (Wolverine) football zealots who chant "*Go* [Michigan] *Blue*!"

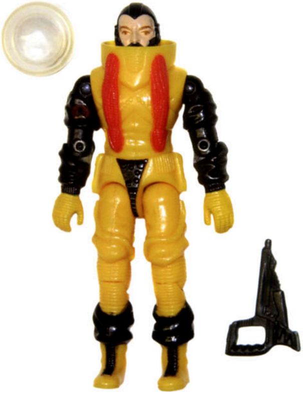
MOC: **$30-40**, MLC: **$7-10**

Secto-Viper

Cobra BUGG Driver

(Includes: Clear Helmet, Laser Pistol)

Included with the Cobra BUGG.



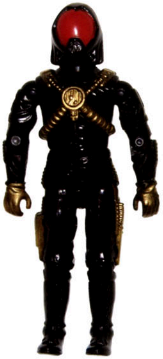
The Cobra Secto-Vipers were "...formed as a dedicated unit to patrol the shoreline of Cobra Island [see Mercer, 1987]... [and] are unique specialists in amphibious operations and marine surveillance. Secto-Vipers are careful and meticulous soldiers, and are in high-demand as action figures because they are difficult toys to find in mint, loose and complete condition--for the toy's clear helmet is often found missing.

MOC: **N/A**, MLC: **$20-25**

Star-Viper

Cobra Stellar Stiletto Pilot

Included with the Cobra Stellar Stiletto.



With brief--yet important--appearances in the Marvel comic book (*G.I. Joe* #'s 72 & 73, and *G.I. Joe: Special Missions* #16), the arrogant but formidably-trained Cobra Star-Viper was once a qualified Strato-Viper (1986) "...with an electro-magnetic shunt surgically implanted in the right side of the brain. During high-speed, upper-atmospheric dog-fights, electronic impulses are introduced through the shunt, stimulating the reflexes while heightening awareness for split-second decisions" (from the mass-produced file card). Collectors should take care when "troop-building" loose samples of Star-Vipers, as their gold paint applications are relatively weak.

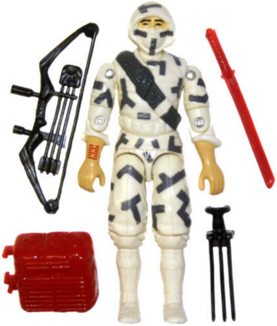
MOC: **N/A**, MLC: **$5-8**

STORM SHADOW

Ninja

(Includes: Sword, Claw, Bow, Backpack)

NOTE: *Storm Shadow is listed in the Cobra section because that is where most collectors will look for the character, not knowing at this point in the Marvel comic book (ca. 1988), that the ninja had defected to the G.I. Joe Team.*



Besides the appropriate exotic weapons included with this version of the Storm Shadow action figure, a comment must be made about the figure's famous *I-Ching* hexagram tattoo—a symbol of his Arashikage ninja clan roots (see Storm Shadow, 1984). For more than 3,000 years, the Chinese *I-Ching* characters have been a method of divination (prediction; augury). The tattoo, prominently displayed on the figure's right wrist (even though Storm Shadow is of Japanese ancestry, and not Chinese…), is a topic of debate for many die-hard Joe fans.

When sitting down with Larry Hama, the man who actually placed the tattoo on Storm Shadow and Snake Eyes' (see 1982) wrists, we discussed this symbol and a grand scheme unfolded (see Marvel Comics' *G.I. Joe #21*). The tattooed hexagram was originally chosen by Mr. Hama because of its *symmetry:* "Heck, it was easy to remember and to draw … if I had to draw something repeatedly, then it better be something memorable—two broken lines, one bar, two broken lines, and one bar again." Furthermore, in the *I-Ching*, the Arashikage hexagram represents character #63, "After Completion," and the symbol translates as "Water over Fire." According to Hama (and Richard Wilhelm's 1950 English-language translation of the *I-Ching*), the hexagram implies "Waiting." Combined with the water suspended over fire analogy, this hexagram implies a period of waiting—a coming ending to a conflict, such as the one developed between Snake Eyes and Storm Shadow; a conflict that will end one day, but now is held in suspension. Mr. Hama stated that it was his duty to maintain this idea brought forth by hexagram #63, and further, to prolong this conflict in order to create dramatic tension between the two important characters.

MOC: **$40-65**, MLC: **$12-15**

[VOLTAR] ULTIMATE ENEMIES! [IRON GRENADIERS]

Destro's General

(Includes: Condor, High Freq. Comm. Pack, Modified Uzi Submachine Gun)

Target Exclusive

Voltar was also released as a Target exclusive deluxe two-pack with the G.I. Joe figure, Muskrat (1988). This set was called "Ultimate Enemies!", and the two figures released with it included the exact same weapons as their single-carded toys, but with differently colored orange-colored file card dossiers (as opposed to the mass-produced, single-carded gray dossiers).

The value of these "Ultimate Enemies!" action figures is not in loose samples--*unless* they come with their very valuable orange file cards: two pieces of paperwork which can cost collectors upwards of $20-25 each. However, this set is quite valuable as Mint on Card ($$) or Mint on Mint Card ($$$) specimens.

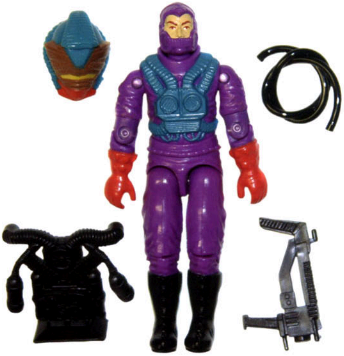
MOMC: (Mint on Mint Card) **$475-575**, MOC: **$300-375,** MLC: (with orange file card) **$22-28,** (without orange file card) **$5-8**

Note: see p.163 for a pic (MOC).

TOXO-VIPER

Cobra Hostile Environment Trooper

(Includes: Pistol, Environmental Helmet, Backpack, Air Hose)



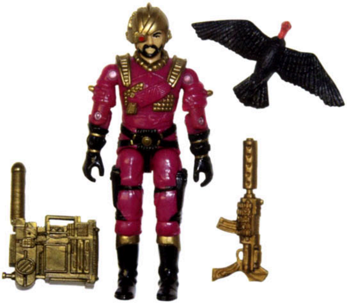
If you are "busted down" to the rank of a Toxo-Viper in the Cobra organization, you must have performed a task incorrectly, for the job of Toxo-Viper is "…meted out as a punishment for major offenses," as these Hostile Environment Troopers "…are thrust into hazardous battle environments." It should be noted that these troopers were originally dubbed "Stinkbugs" on their prototype file cards; other alternate code names: Heavy-Breathers and Gas-Vipers.

MOC: **$25-35**, MLC: **$10**

VOLTAR [IRON GRENADIERS]

Destro's General

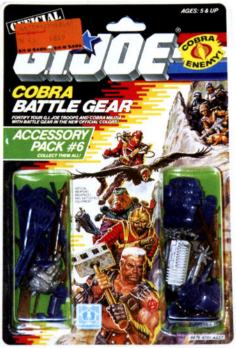
(Includes: Condor, High Freq. Comm. Pack, Modified Uzi Submachine Gun)



Regardless of the toy's aesthetics, this character was called Kondor until immediately before mass-production began, while other alternate code names included the following: Graf (a historical German title of nobility, equal in rank to a count) Kondor, Lord Kondor, Madagascar (an island in the Indian Ocean off the southeastern coast of Africa), and Field Marshall Null. As a final note, Voltar's action figure is quite a common find either MOC or mint, loose, and complete.

MOC: **$16-25**, MLC: **$5-8**

ACCESSORY PACK #6: BATTLE GEAR


AGES: 5 & UP
OFFICIAL
G.I. JOE
COBRA ENEMY!
COBRA BATTLE GEAR
FORTIFY YOUR G.I. JOE TROOPS AND COBRA MILITIA WITH BATTLE GEAR IN THE NEW OFFICIAL COLORS!
ACCESSORY PACK #6
COLLECT THEM ALL!

Includes:

1 blue Chain Axe (Buzzer)
1 brown Rifle (Buzzer)
1 brown Stunrod (Dr. Mindbender)
1 silver Generator (Dr. Mindbender)
1 silver Pistol (Dr. Mindbender)
1 brown Gun (Monkeywrench)
1 brown Rifle (Zandar)
1 brown Missile (Snow Serpent)
1 brown Missile Pod (Snow Serpent)
2 blue Snow Shoes (Snow Serpent)
1 blue Backpack (Snow Serpent)
1 blue Backpack (Tele-Viper)
1 brown Gun (Tele-Viper)
2 Hoses (assorted users)
1 blue 2-part Backpack (Eels)
1 blue Speargun (Eels)
1 blue Respirator (Eels)
2 blue Flippers (Eels)
1 silver Backpack (Zarana)
1 silver Rifle (Zarana)
1 silver Pistol (Cobra Commander)
2 black Hoses
2 brown Figure Stands

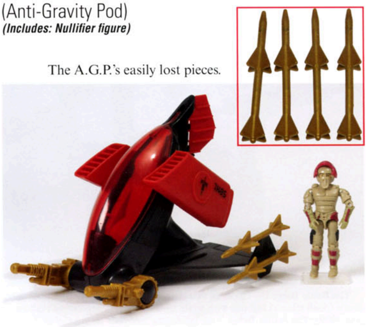
These weapons are not cast in the same color as standard G.I. Joe accessories. If you find a weapon or accessory for a G.I. Joe figure that doesn't match the colors designated in this book (underneath the individual figure entries), then it's possibly from the current G.I. Joe line (1997-present), or from a Battle Gear Accessory Pack (these BGAP weapons are valued at a fraction of the original weapons included with single-carded figures).

WARNING: Many online G.I. Joe dealers include these much less valuable BGAP weapons with incomplete G.I. Joe figures and sell these figures as "Mint, Loose and Complete." Unless they advertise these weapons and accessories as "[Battle Gear] Accessory Pack" weapons, then the buyer is being misled (for example, the weapons included in this Battle Gear Accessory Pack #6 were mainly blue, brown, and silver--not the dark gray or black used for the weapons of the original carded figures).

Mint on Mint Card: **$20**, MOC: **$12-15,** MLC: **$6-8**

A.G.P. [IRON GRENADIERS]

(Anti-Gravity Pod)
(Includes: Nullifier figure)



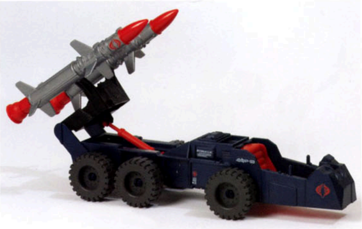
The A.G.P.'s easily lost pieces.

The A.G.P. Anti-Gravity Pod (originally titled the "Anti-Gravity Plane" in prototype Hasbro missives), has a positionable stabilizer vane, an opening tinted ballistic-deflection wide-view canopy, two (2) positionable "Big Hit" 106mm recoilless cannons/wire guided rounds, two (2) pivoting "Anti-Grav" (Anti-Gravity) V.T.O.L. (Vertical Take Off and Landing) jet engine pods, and four (4) "STUNG" (***S***ilent running ***T***itanium ***U***nder-radar ***N***egative Gravity) air-to-surface missiles--and it was the first ship launched for Destro's new Iron Grenadiers (1988) line of figures and vehicles.

The A.G.P.'s easily lost pieces are the four (4) missiles.

MISB: **$95-160**, MIB: **$18-25,** MLC: **$10-12**

COBRA ADDER



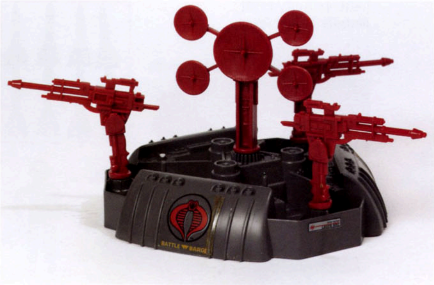
The Cobra Adder functioned as a missile-carrying vehicle for the Cobra Legions and "...has the power and pinpoint accuracy to devastate any G.I. Joe defense" (from the package back). The Adder sports two (2) computer-sensored "White Heat II" SSM (surface-to-surface) missiles with anti-tank cluster munitions (hidden inside the missile's red nose cone) and glide range increasing planar control surfaces ("wings"), a unique elevating missile launching system, a pivoting missile guidance system, and six (6) "QD" quick-delivery puncture-proof all-terrain tires.

The Adder's easily lost pieces are its two (2) large missiles.

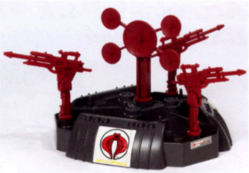
MISB: **$35-45**, MIB: **$8-10,** MLC: **$5**

The Cobra Adder's easily lost pieces.

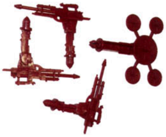
COBRA BATTLE BARGE



Cobra Battle Barge mail-away variation.



The Cobra Battle Barge's easily lost pieces.



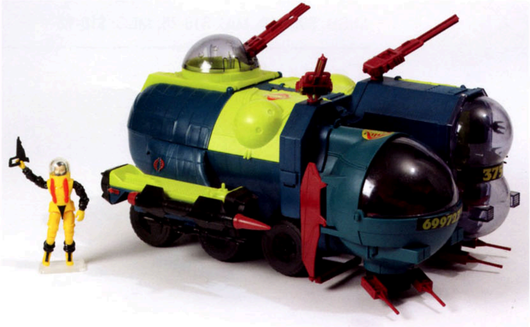
The Battle Barge toy comes in two different variations: one with clear label decals (retail release) and one with white label decals (Hasbro Direct mail-away, post 1990). The Battle Barge is an interesting addition to the Cobra Legions (with its flat bottom and three gunner stations), and possesses the following action features: three (3) pivoting "Cool It" water-cooled 20mm internal loading cannons, four (4) smaller magnetic array detection radars mounted onto a main receiving central radar dish, three (3) control panels (joystick platform directional controls), seating for three (3) Cobra figures, and the ability to actually float on water.

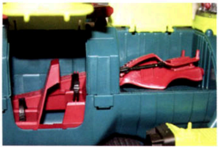
The Battle Barge's easily lost pieces include its three machine guns and radar.

MISB: **$45-55**, MIB: **$8-12,** MLC: **$5-7**

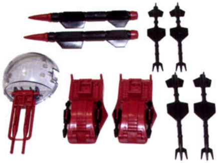
COBRA BUGG

(Includes: Secto-Viper figure)





An opened side panel showcasing one of the Cobra BUGG's two portable hover/jet skies.



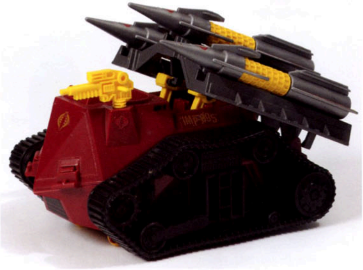
The BUGG's easily lost pieces.

The BUGG (no acronym provided by Hasbro, although many collectors have tried…) has a bevy of action features which add to its play value, including: pressurized doors and canopies (1] opening rear mounted armored personnel access hatch, 2] two [2] side doors--side hatch compartment doors/[for] hover ski access, and 3] the front door--a removable "double bubble pressurized driver canopy"), two (2) "Strike" VT-60 Flow-Through design alcohol powered torpedoes, a low profile ballistic deflection rotating machine gun canopy (with rear-mounted dual barrel .50 caliber rotating machine gun), a removable pressurized/watertight pod cockpit/two-man submarine (with undersea pressure tested ballistic proof canopy, seamless "flex" skin body pod, a complex rudder assembly [with boron epoxy directional vanes] that mounts on the front right of the BUGG's pod), a set of pivoting dual-fed auto-load pilot-activated .50-caliber machine guns mounted on the BUGG's bottom hull, two (2) side mounted non-removable exterior horizontal position personnel platforms (utilized by Cobra troopers), four (4) black seat belts (standard seat belts post-1988), two (2) deploying (maroon-colored) hover/jet skis with raising handlebars and two (2) removable missiles (both hover skis are hidden and housed in the BUGG's two [2] side hatches), two (2) top-mounted single-barrel .50 caliber auto-load rotating machine guns, and four (4) FT-109 "Forked Tongue" surface-to-air side mounted missiles.

The BUGG's list of easily lost pieces includes the following: two (2) hover jet skis with fold-up handles for portability (sporting two [2] removable missiles each), front bubble cockpit, rear gun turret, four (4) "Forked Tongue" missiles, and two (2) "Strike" torpedoes.

MISB: **$250-325+**, MIB: **$45-55,** MLC: **$32-38**

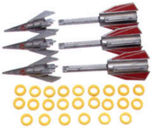
COBRA IMP



The Cobra IMP carries a heavy payload of three Infrared Imaging Programmable (IMP) missiles--with MK53 "Big Blast" solid propellant rocket engines--that deliver eight (8) removable mines each upon impact (total: 24 small yellow mines), and also comes equipped with a "Short Throw" .50 cal. spring-mounted machine gun, and a "Dragon III" super duty 400 BHP turbo diesel engine.

The Cobra Imp's easily lost pieces include the three (3) two-piece missiles, and twenty-four (24) small yellow mines.

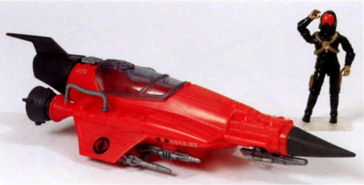
MISB: **$30-38**, MIB: **$8-12**, MLC: **$4-7**



The IMP's easily lost pieces.

COBRA STELLAR STILETTO

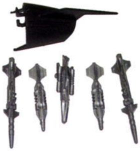
(Includes: Star-Viper figure)



The Cobra Stellar Stiletto is capable of exit and re-entry into Earth's atmosphere due to its Reinforced Carbon-Carbon (RCC) heat resistant nose cone, and seven-layer alum-glass heat resistant canopy, yet the plane also possesses two (2) "Strike" DK-87 long range data-link missiles, two (2) "Slice" (Supersonic Laser-Firing Interceptor) dual-purpose missiles, two (2) liquid-fuel "Stellar" main propulsion engines, and a "Stiletto" pin-point engine diverted laser.

Easily lost pieces include the laser cannon, two (2) Strike missiles, two (2) Slice missiles, and the black stabilizing rudder.

MISB: **$85-160**, MIB: **$26-30,** MLC: **$15-22**

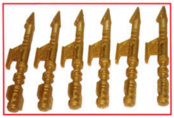


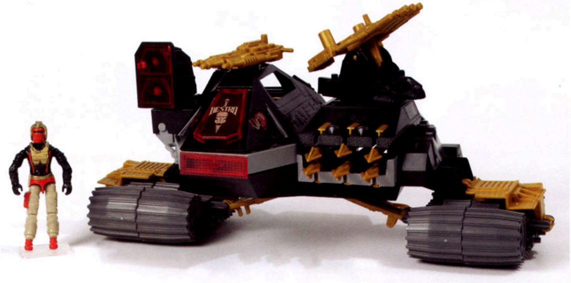
The Stellar Stiletto's easily lost pieces.

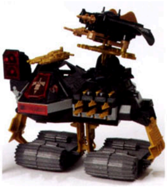
D.E.M.O.N. [IRON GRENADIERS]

(Dual Elevating Multi-Ordnance Neutralizer)
(Includes: Ferret figure)

The D.E.M.O.N's easily lost pieces.







D.E.M.O.N. detail "combo" pic, combined with Destro's Despoiler (1988).

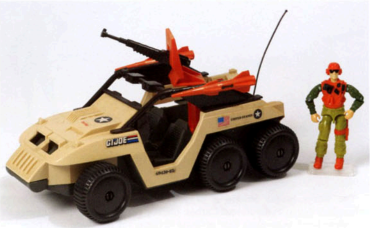
With a special docking pad for Destro's Dominator (1988), a positionable dual spotlight (swiveling EPHC [Electronic Pilot Helmet Connection] housing, a roof-mounted magnetic array triple-lens laser cannon, a flip-up canopy (with angled "Deflector" ballistic resistant wind screen) that reveals a cockpit with seating for three (3) Iron Grenadiers (Communications Officer/Fire Control Officer/Driver), an armor-piercing laser cannon ("Infinity III" variable energy pivoting triple barrel laser), an elevating missile launch system ("Omega" target acquisition scanner/pivoting base) with six (6) "Tri-Cap" triple computer assisted anti-aircraft/anti-personnel missiles, a tail laser gun, and free-rolling wheels, Destro's D.E.M.O.N. was very popular with kids at the time of its retail release.

The D.E.M.O.N.'s easily lost pieces are its six (6) Tri-Cap missiles.

MISB: **$85-160**, MIB: **$30-35**, MLC: **$12-18**

DESERT FOX 6 W.D.

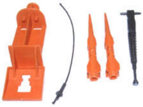
(Includes: Skidmark figure)



The Desert Fox's special features are as follows: two (2) "Scorpion" SS-12 anti-tank missiles, front working steering axle, three-layer wheels resistant to heat and puncture, a rear mounted 20mm automatic loading anti-aircraft cannon (set on a one-man aluminum armored turret), a close-range surveillance radar/tubular antenna, a 327 CID/350bhp super-charged engine, and room for six (6) G.I. Joe team members in both the vehicle's cockpit and on its rear battle platform.

The Desert Fox's easily lost pieces include two (2) missiles, the antenna, the cannon, and the cannon mount.

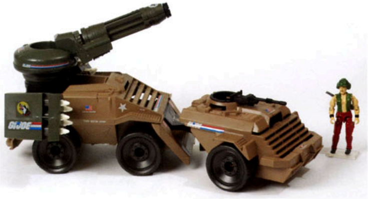
MISB: **$85-125+**, MIB: **$20-25,** MLC: **$8-10**



The Desert Fox's easily lost pieces.

MEAN DOG

(Includes: Wildcard figure)



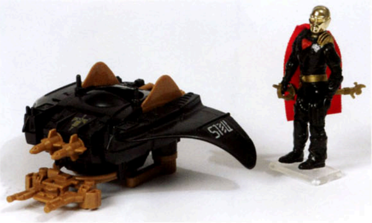
The G.I. Joe Mean Dog is three battle units in one (a cannon, rear vehicle, and front cab): A) a detachable gun pod (an M-200 "Spitfire" 20mm automatic cannon [3000 rounds per minute]) with--a rotating single-person operations station, and support leg ring and four support legs (for separation into its own battle station); B) a missile attack (automatic cannon) vehicle with--removable gun pod (see #1), ten (10) SAM-12 surface-to-air missiles in two (2) detachable missile pods (upward rotation multi missile banks), and a V-10 multi-fuel 830bhp super-charged main drive engine, and C) an armed recon (fast-attack) scout car with--a V-8 fuel-injected 440bhp secondary drive engine, a front-mounted M-60 .50 cal "Fire Ring" machine gun, sloped deflection armor/front canopy, a hitch and wheel-fork retainer, and a three (3) person vehicle operations station/fire control center (cockpit fit for three G.I. Joe Team members).

The Mean Dog's easily lost pieces include two (2) missile pods, ten (10) missiles, the gun pod's cannon tip (hard-to-find on loose samples), cannon machine gun ring, four (4) cannon support legs, and circular black machine gun.

MISB: **$195-275+**, MIB: **$32-40,** MLC: **$20-25**

DESTRO'S DESPOILER [IRON GRENADIERS]

(Includes: Destro figure)

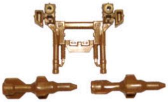


Manned by Destro (1983, 1988) to survey the progress of his Iron Grenadiers (1988) on the battlefield, the Despoiler possesses the following specifications: "Bat Wing" stabilizers (variable-incidence adjusting carbon reinforced wings), 2 (two) "Deluge I" Destro-QB4 dual air-to-air mini-missiles, VTOL (Vertical Take-Off and Landing) directional thruster rotors, and a pivoting "Rabid" rapid burst 20mm repeating laser cannon.

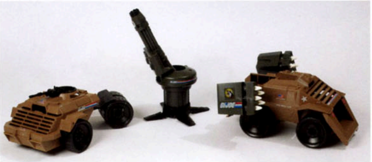
As a final note, Destro's Despoiler can be mounted on the "docking pad" of the Iron Grenadiers' D.E.M.O.N. (1988).

The Despoiler's easily lost pieces include two (2) missiles and front-mounted 20mm repeating cannons.

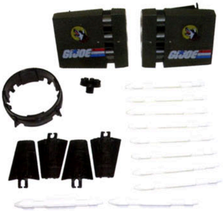
MISB: **$65-90**, MIB: **$20-25,** MLC: **$5-10**



The Despoiler's easily lost pieces.

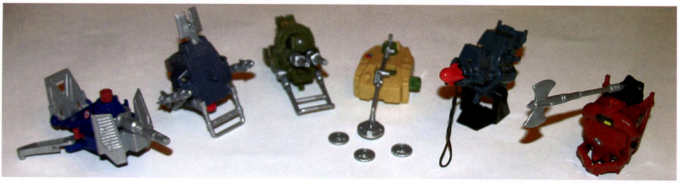


Detail pic of all three of the Mean Dog's battle units.



The Mean Dog's easily lost pieces.

Motorized Action Packs

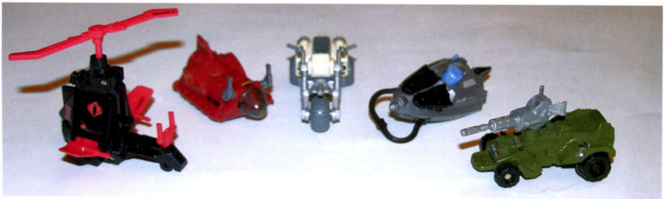


1988 Motorized Action Packs (from left to right): Cobra--Machine Gun Nest, Twin Missile Radar; G.I. Joe--Double Machine Gun, Mine Sweeper, Mortar Launcher; Dreadnok--Battle Ax.

As with Series VI, 1987, the above pictured Motorized Action Packs possess wind-up motors (charged via a "crank" mechanism) that are triggered by on/off switches. These accessories are easy to find loose, but to obtain a Motorized Action Pack complete with all its labels intact (as each Action Pack came with its own set of stickers) and replete with blueprints is quite a challenge. Therefore, many aficionados insist on purchasing these toys MOC in order to ensure mint complete samples. This--the second series of Motorized Action Packs--contained three (3) G.I. Joe Packs, two (2) Cobra Packs, and one (1) Dreadnok Pack.

MOC: **$7-12 each**, MLC: (with labels and blueprints intact) **$5-10 each**

Motorized Vehicle Packs



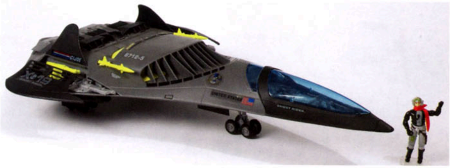
1988 Motorized Vehicle Packs (from left to right): Cobra--Gyrocopter, Rocket Sled; G.I. Joe--A.T.V., Scuba Pack, Tank Car.

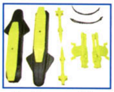
Similar to the Motorized Action Packs of Series VI, 1987 and those Action Packs reviewed previously in this chapter, the following Motorized Vehicle Packs possess wind-up motors (charged via a "crank" mechanism) that are triggered by on/off switches which allow the vehicles to move on their own volition. These accessories/vehicles are more difficult to find mint, loose and complete (with labels and add-ons intact) than the Motorized Action Packs. Furthermore, many aficionados insist on purchasing these MOC (if available) in order to ensure mint complete samples. There were two (2) Cobra Packs and three (3) G.I. Joe Team Packs.

MOC: **$12-22 each**, MLC: (with labels and blueprints intact) **$4-7 each**

PHANTOM X-19 STEALTH FIGHTER

(Includes: Ghostrider figure)





Phantom X-19's easily lost pieces.

The Phantom X-19 is a very fragile toy with many accoutrements and delicate pieces, among these: a movable engine cover/speed brake (landing gear activated rear mounted air brakes/engine access), sliding triple redundant turbojet engines to provide the aircraft with added power, low velocity side extending wing slats that slide out to reveal pop-up automatic laser machine guns ("twin energy-diverting pulse-fire laser cannons" [collectors should take care when popping these up-and-down via the wing slats, as the inner trigger tabs break rather easily]), retractable landing gear ("No Flat" puncture proof heat resistant internally cooled tires), two (2) removable air-to-surface glide bombs with swing-wings (two "Bullseye II" computer-aided low-altitude terrain hugging missiles with built-in high resolution wide-angle cameras, built in navigational control/guidance computers, and pivoting stabilizing guide wings), a dual-seat cockpit for pilot and navigator that opens and closes (via a horizontal "Slider" cockpit access cover), and two (2) air-to-air missiles (twin BY-106 "Little Guy" long range air-to-air missiles).

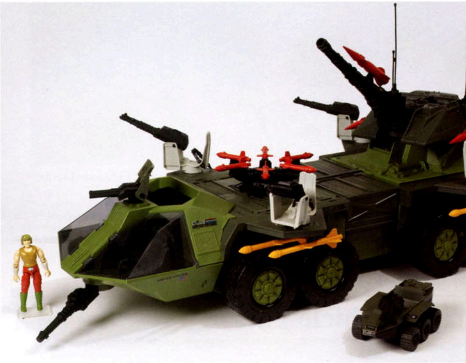
Furthermore, it should be noted that—similar to the laser cannons in the pop-out wings slats--the cockpit assembly system is also troublesome and must be opened and closed VERY gently, so as not to take the canopy off of its guide rails. Apart from these complaints, the ship itself has excellent aesthetics.

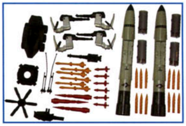
The X-19's easily lost pieces include two cockpit (2) seat belts, two (2) missiles with skids, two (2) smaller missiles, and two (2) inner-wing mounted lasers.

MISB: **$175-285+**, MIB: **$55-65,** MLC: **$30-40**

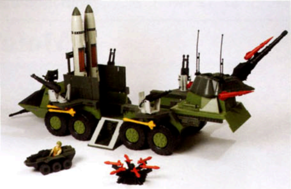
ROLLING THUNDER

(Includes: Armadillo figure)





The Rolling Thunder's easily lost pieces.



Detailed photo of the Rolling Thunder: note the two "Double Team" rockets, flip-down ATSV ramp, and extendable "Short Throw" rear-mounted cannon.

The Rolling Thunder (dubbed the "Rolling Thunder APC [Armored Personnel Carrier]" on Armadillo's prototype file card), "...[is] the most heavily armed assault vehicle in the world..." A description of the massive vehicle' is provided on the 1988 Hasbro G.I. Joe catalog: "Cobra will never be victorious as long as Rolling Thunder is in operation! This formidable, nearly indestructible, eight-wheeled vehicle features a deployable scout vehicle [the six-wheeled ATSV (All Terrain Scout Vehicle with 'Punch It' synchronized dual-barrel .50 caliber machine guns, and a rear-mounted supercharged 250bhp in-line four engine)], [a] large pivoting turret [with a turret-mounted short barrel 90mm 'Short Throw' cannon (the vehicle's large cannon), two (2) multi-sensor communications/data-base antennas, and an optically-aimed 'Right-On' surface-to-air missile (with two [2] more of these missiles mounted underneath the rear gunner's stations)], four [4] wing-mounted gun stations [with armor piercing pin-point laser cannons], fifteen [15] tactical missiles for fast strike capabilities, machine gun, and two large rockets [two (2) 'Double Team' solid propellant quad-thruster rockets], each containing six cluster bombs [six (6) roll-out 'Firefly' free-fall cluster bombs]! It's a roving arsenal of G. I. Joe power!"

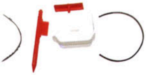
The Rolling Thunder also has a service/storage compartment for its ATSV, an ATSV flip-out discharge ramp, a "Hot Point" chin-mounted horizontally pivoting low level laser cannon, a five-man driver/navigations and fire control cockpit, a roof-mounted dual-barrel .50 caliber machine gun (which makes TWO .50 caliber cannons) with positionable deflector screen, a "Turntable" magnetic-array radar/multi missile air defense (with six [6] missiles), eight (8) "roll-over" land mine-proof extra heavy-duty tires tires/wheels, and six (6) other medium-sized yellow missiles. The Rolling Thunder impressed many collectors because its two huge "Double Team" rockets (the largest missiles in the G.I. Joe canon) were cleverly hidden in the housing of the vehicle itself, and could be set into launch position or retraced into the shell of the vehicle when transporting these monster armaments.

The Rolling Thunder's easily lost pieces include four (4) gunners seats (with four seat belts and attached support cannons), the ATSV vehicle, the two-part rocket launcher base, three (3) large orange missiles, six (6) small orange missiles, six (6) long yellow missiles, two (2) antennas, two (2) large white rockets with two (2) clear shields (containing six [6] tiny yellow cluster bombs in each rocket).

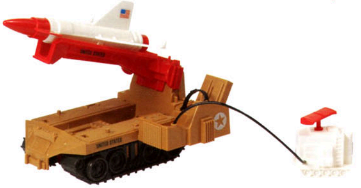
MISB: **$165-295+**, MIB: **$60-70,** MLC: **$45-50**

R.P.V.

(Remote Piloted Vehicle)



The R.P.V.'s easily lost pieces.



Although many collectors consider the R.P.V. to be a missile launcher, the toy is actually a transport used to deploy its UAV (Unmanned Aerial Vehicle). The UAV of the R.P.V. is a sophisticated reconnaissance drone with removable nose cone (satellite data link/contour mapping radar), a "Quick Burn" QB-206 secondary liquid propellant engine, and a "Copperhead" CH-99 air-breathing turbofan engine.

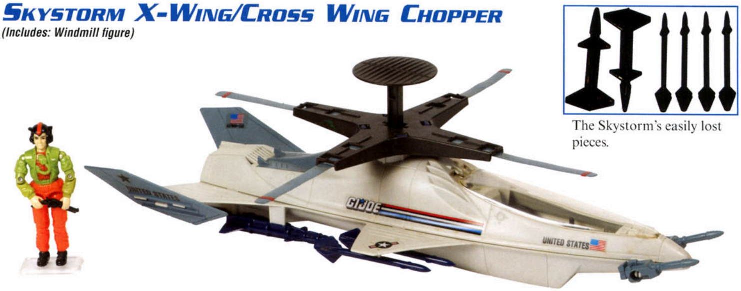
The drone fits onto the toy's launcher via a launching rail (steel load bearing core missile rack), and can be programmed to launch either from the personnel seat of the vehicle itself, or via a removable-radar tracking pod (the LB-109 "Little Brother" fire control radar station with rotational response feedback transmitter) that attaches to the vehicle with a remote radar cable (umbilical cable).

The R.P.V.'s easily lost pieces include the seat belt, cable, "Little Brother" radar station with dish, and propulsion unit for missile.

MISB: **$35-45**, MIB: **$10-12**, MLC: **$5-7**

SKYSTORM X-WING/CROSS WING CHOPPER

(Includes: Windmill figure)



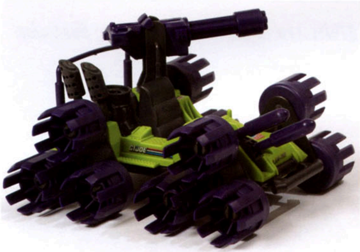
The Skystorm's easily lost pieces.

The Skystorm X-Wing Chopper toy possessed the following characteristics: four (4) AIM-24 "Trimmed Sparrow" air-to-air missiles, two (2) winged X-cross section air-to-ground anti-tank missiles ("cluster bombs" according to the package back), two (2) nose guns ("Imposer" 9mm pivoting auto-load twin cannons), extending and retracting rotor blades (extending four-blade layered epoxy rotor arms), a sometimes-removable sintered base landing skid (dark blue skid [it may or may not come off of loose samples]), and an HUD (Heads Up Display) blast-proof canopy.

The Skystorm's easily lost pieces are the two (2) cluster bombs and four (4) AIM-24 missiles.

MISB: **$75-130**, MIB: **$25-30,** MLC: **$10-12**

SWAMPMASHER



With a 4.3 liter 350bhp direct ignition engine, strange tri-wheeled tracks two (2) series-1 "Cruiser" magnetic array detector bombs, a 20mm armor-piercing main cannon, a hydro-form driver containment/command seat, it is implied that the Swampmasher can navigate rough terrain.

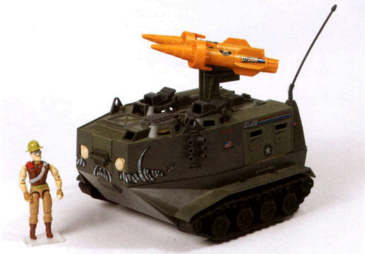
The Swampmasher's easily lost pieces are the main cannon and two (2) purple bombs.

MISB: **$38-50**, MIB: **$10-14,** MLC: **$5-7**

WARTHOG A.I.F.V.

(Amphibious Infantry Fighting Vehicle)

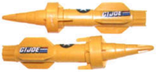
(Includes: Sgt. Slaughter figure)



The Warthog A.I.F.V. possessed the following action features: two (2) large yellow two-stage MGM-59 "Lance" surface-to-surface dual thrust liquid propellant missiles (with removable DME [Distance Measuring Equipment] data link/flight stabilizing rings), three (3) pivoting personnel hatches, two (2) side-mounted grenade launchers ("diversion" multiple-launch smoke grenades [twelve (12) total--right & left]), a shipboard machine gun (a MK-29 power operated 20mm cannon), a removable engine grill (dust-prevent Interior ventilation filter shroud), a communications antenna, an interior bay (with opening bay doors [security view/fire battle ports] and three security bars [two (2) side security bars, and one [1] rear security bar) to hold many extra troops (a total of nine [9] G.I. Joe team members), a welded aluminum specially-hardened armored hull, and the ability to actually float on water.

The Warthog A.I.F.V.'s easily lost pieces are the two (2) two-stage missiles, the two (2) grenade launchers, and the machine gun.

MISB: **$110-195**, MIB: **$25-30,** MLC: **$12-15**



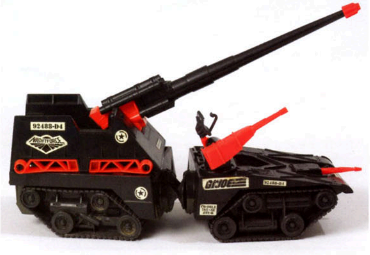
The Warthog's easily lost pieces.

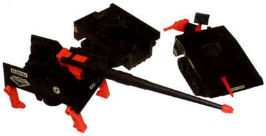
NIGHT FORCE

The package back of these toys read as follows: "Together, these five vehicles* carry out top secret, nighttime missions aimed at eliminating Cobra's worldwide terrorist activity!" Night Force vehicles are extremely rare and great care should be taken with MISB ($$$) and MIB ($$) samples. Even loose samples of the larger, harder-to-complete vehicles sell for quite a bit of money ($$), as casual fans and die-hard collectors alike understand that these Night Force pieces are very hard to find on the secondary market. Take note that *none* of these vehicles included a driver or pilot action figure.

**NOTE: Each and every Night Force vehicle came with a set of glow-in-the-dark "battle labels" (both the 1988 & 1989 series).*

(NIGHT FORCE) NIGHT BLASTER





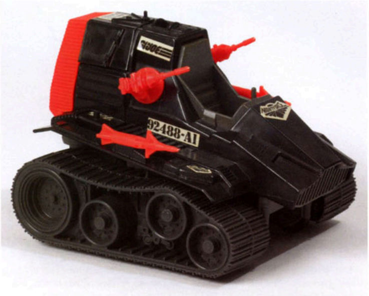
The Night Blaster separated into three different stations.

The Night Blaster is based on the designs of the 1987 Cobra MAGGOT. With a removable engine cover, an articulated hinge joint, rolling dumbbell wheels, an elevating laser cannon, a pivoting machine gun, and three (3) separate component pieces (1] a long-range gun emplacement that can extend its four [4] hydraulically-operated yellow support arms and become a stationary armored command post, 2] a battlefield control vehicle/armored reconnaissance vehicle [BCV/ARV], and 3] a separating high-speed armored anti-tank vehicle [(ATV]), the Night Force Night Blaster adds a vast amount of firepower to G.I. Joe's night-fighting strike team.

The Night Force Night Blaster's easily lost pieces are the gun with mount, the engine cover, and the radar (see MAGGOT for a similar pic, 1987).

MISB: **$175-250+**, MIB: **$65-85,** MLC: **$35-45**

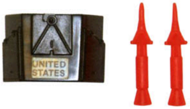
(NIGHT FORCE) NIGHT RAIDER



The Night Raider is based on the design of Sgt. Slaughter's (1985, 1986, 1988) Triple "T" (1986). With a removable engine cover, serrated rear grill, towing hook (to transport an anti-aircraft cannon), two (2) side-mounted pivoting guns, free-rolling wheels, and room for two (2) extra G.I. Joe troopers (apart from the driver), the Night Raider is a small but effective tracked vehicle for the Night Force Team.

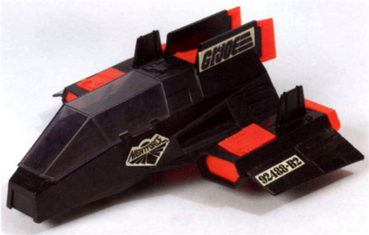
The Night Force Night Raider's easily lost pieces include the engine cover and two (2) missiles.

MISB: **$115-165**, MIB: **$35-45,** MLC: **$20-22**



The Night Raider's easily lost pieces.

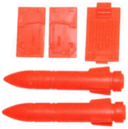
(NIGHT FORCE) NIGHT SHADE



The Night Shade is based on the design of the 1984 S.H.A.R.C., yet this Night Force vehicle did not include a set of bellows, as did the Flying Submarine for its pilot, Deep-Six (1984). With a removable engine cover, two (2) pivoting stabilizers, two (2) removable "Night Shade" Series-5 acoustic homing torpedoes, an opening gull-wing canopy, two (2) action levers that elevate twin recoilless "Tidalwave NF [Night Force]" cannons, and torpedo posts that can hold two (2) G.I. Joe Team members onto the bottom of the vehicle, the Night Shade is one of the easier Night Force vehicles to find mint, loose, and complete on the secondary market.

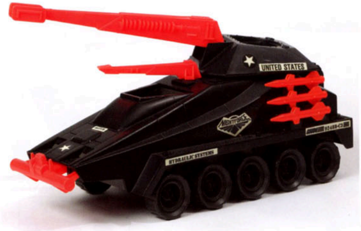
The Night Force Night Shade's easily lost pieces include two (2) torpedoes (frequently missing), engine ventilator screen, and two (2) cannon covers.

MISB: **$115-165**, MIB: **$35-40,** MLC: **$20-25**



The Night Shade's easily lost pieces.

(Night Force) Night Storm



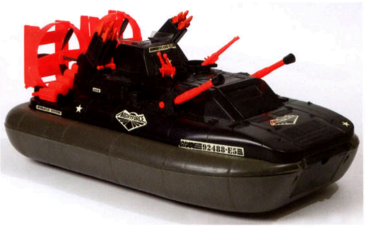
The Night Storm is based on the design of the 1987 Persuader. With a rotating main gun (laser canon), six (6) removable missiles, a smaller elevating laser gun, pivoting wheel cradles, free-rolling wheels, and room for eight (8) total G.I. Joe figures on the vehicle's battle platforms, the Night Storm is an excellent re-outfitting of a Battle Force 2000 vehicle.

The Night Force Night Storm's easily lost pieces include its large laser cannon, the smaller cannon, and six (6) missiles.

MISB: **$125-195**, MIB: **$40-45,** MLC: **$25-35**

The Night Storm's easily lost pieces.

(Night Force) Night Striker



The Night Striker is based on the design of the 1984 W.H.A.L.E. This vehicle is considered (along with the Night Boomer [1989] and Night Ray [1989]) one of the most difficult vehicles to find in the entire line, MISB ($$$), MIB ($$), or mint, loose, complete ($$). The Night Striker is a fragile vehicle with many loose and delicate parts and a bevy of action features: directional vanes that pivot vertically and horizontally, a push button to spin propellers, the ability to release six (6) depth charges to halt a Cobra attack, a "Moto-4" surveillance cycle, a push-button released "Skimmer" reconnaissance sled, a set of elevating "Pounder" cannons, two (2) elevating machine guns mounted on rotating turrets, a storage compartment on the bottom of the vehicle, two (2) missile launchers with eight (8) surface-to-air missiles, two (2) removable engine covers, and the ability to float on water.

The Night Force Night Striker's easily lost include the surveillance cycle, the recon sled (in two pieces, the sled and sled shroud), six (6) depth charges, eight (8) missiles, two (2) missile boxes, four (4) steering vanes (that attach to the vehicle's rear fans), two (2) rear fans, and two (2) vane attachments (link bars).

MISB: **$575-725+**, MIB: **$275-350,** MLC: **$200-300** (based on condition of fragile parts)

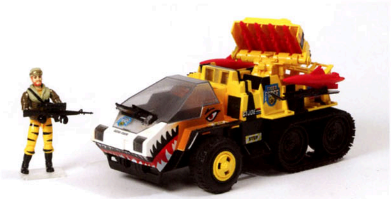
The Night Striker's easily lost pieces.

TIGER FORCE

The G.I. Joe Tiger Force Team "...uses captured Cobra vehicles and re-outfitted G.I. Joe weapons to battle the forces of evil! Each vehicle is specially modified and camouflaged for perilous assaults outside enemy lines" (from the package back).

(Tiger Force) Tiger Cat

(Includes: Frostbite figure)



The Tiger Cat is based on the design of the 1985 Snow Cat. With four (4) surface-to-air missiles, two (2) heat-seeking surface-to-surface missiles (mounted on skis), a movable windshield wiper mounted on a frosted windshield (with opening canopy), and room to hold ten (10) G.I. Joe Team members, this is an attractive vehicle on the secondary market.

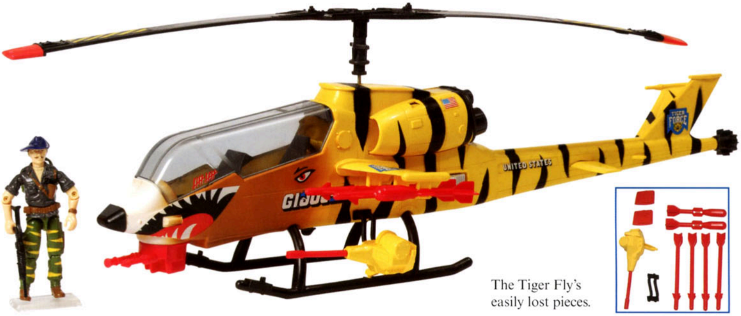
The Tiger Cat's easily lost pieces include four (4) XK2 Stinger missiles, a canvas roof panel, two (2) side doors, two (2) removable water cans, a detachable hood blanket, and rotating missile launcher.

MISB: **$95-135**, MIB: **$32-38,** MLC: **$14-20**

The Tiger Cat's easily lost pieces.

(TIGER FORCE) TIGER FLY

(Includes: Recondo figure)



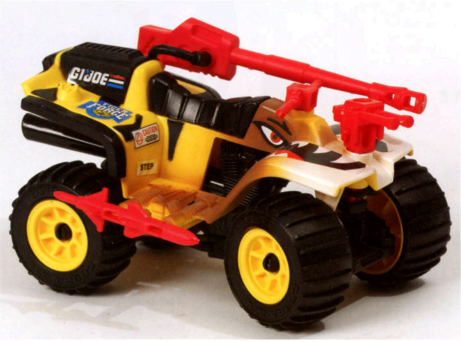
The Tiger Fly's easily lost pieces.

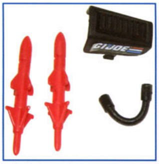
The Tiger Fly shares the same design as the 1983 Dragonfly Assault Copter. With rotating chopper blades (that possess plastic tips), a positionable two-man canopy, four (4) removable air-to-air missiles, a working winch with rope, a rotating chain gun cannon, two (2) removable engine covers, and a side-button with which to spin the rotor blades, the Tiger Fly provides excellent air support for the G.I. Joe Team.

The Tiger Fly's easily lost/removable pieces include six (6) missiles, two (2) red blade tips, the white rotor button, side cannon, side cannon power cord, and a grenade launcher/Gatling cannon.

MISB: **$125-195+**, MIB: **$45-50,** MLC: **$18-26**

(TIGER FORCE) TIGER PAW





The Tiger Paw's easily lost pieces.

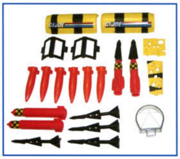
The Tiger Paw shares the same design as the 1985 Cobra Ferret. This "four-wheeler" has a few interesting action features: a side-mounted recoilless electro-fire 50mm laser cannon, a rear storage cover, fender flares, a nose cannon, a steering weapon linkage, a connector hose, and two (2) "Feline" fly-by-wire heat seeking surface-to-surface missiles.

The Tiger Paw's easily lost pieces include two (2) missiles, storage compartment cover, and hose attachment (for the side cannon).

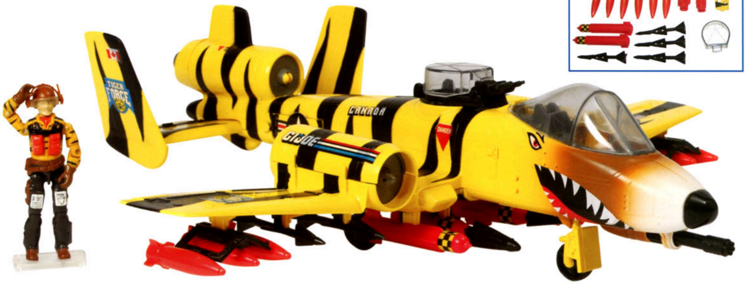
MISB: **$55-65**, MIB: **$25-28,** MLC: **$10-15**

(TIGER FORCE) TIGER RAT

(Includes: Skystriker figure)



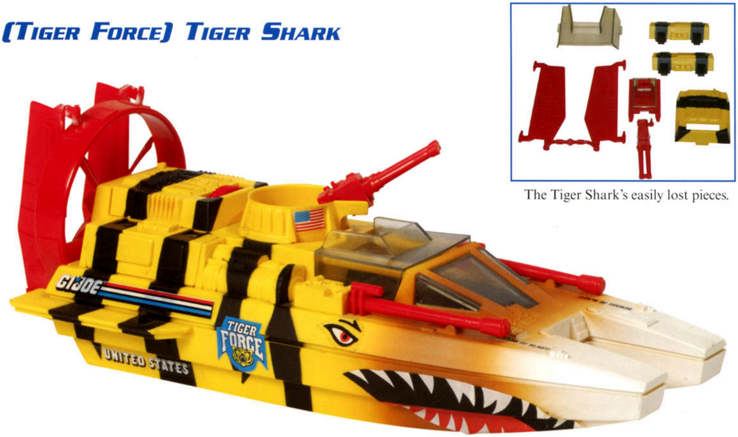
The Tiger Rat's easily lost pieces.



The Tiger Rat shares the same design as the 1984 Cobra Rattler. Among its special features/easily lost pieces are the following accoutrements: rotating jet engines, turbo fan engines with two (2) removable engine covers, two (2) removable battle-damaged fuselage panels, two (2) removable regular fuselage panels, fourteen (14) missiles (see the Cobra Rattler for their description), two (2) engine covers, a machine gun mount (on the plane's upper roof), and the fragile turret shell. Similar to the Cobra Rattler, the Tiger Force Tiger Rat is a very fragile and delicate toy, and is highly prized on the secondary market.

MISB: **$185-295+**, MIB: **$55-70+,** MLC: **$35-50**

(TIGER FORCE) TIGER SHARK



The Tiger Shark's easily lost pieces.

The Tiger Shark shares the same design as the 1984 Cobra Water Moccasin. The easily lost pieces on the Tiger Shark include its removable roof panel, its surface torpedo, turret gun, engine cover, two (2) fan vanes with attachments, and two (2) storage covers. Collectors will note that similar to the Cobra Water Moccasin, the Tiger Force Tiger Shark's fan and "fan vane assembly" is quite fragile and prone to breakage.

MISB: **$105-155**, MIB: **$35-38,** MLC: **$15-20**

PYTHON
STAY CLEAR!

Series VIII 1989

To continue in the vein that Hasbro began in 1988, the company extended its Battle Force 2000 (1986-1987), (Destro's) Iron Grenadiers (1988), Night Force (1988), and Tiger Force (1988) lines, and added two new sub-teams of re-cast figures and vehicles to their ranks: Slaughter's Marauders and Python Patrol. The Slaughter's Marauders sub-team utilized re-decoded action figure molds, and re-outfitted vehicles to concoct a new squad of Joes who reported to and served directly under "The Sarge" himself (see Sgt. Slaughter, 1985, 1986, 1988). Hasbro also applied this revitalizing concept to Cobra Command too, as six Python Patrol action figures and three vehicles/weapon systems were concocted as well. Following this, many all-new characters and vehicles were released to complement the already massive armada of G.I. Joe and Cobra toys created over the past few years.

Although the G.I. Joe line continued to perform well at retail, and the figures were popular with kids and collectors, more and more sci-fi elements began to infiltrate the toys' designs. Regardless of these changes to the line's aesthetics, Series VIII marked the second consecutive year that more than forty action figures (with a vast amount of accessories) were released, and almost thirty vehicles. However, many action figures in the 1989 assortment were characters that had been previously released during the seven-year history of the line.

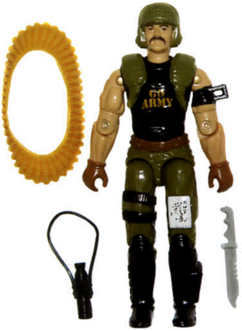
Furthermore, in 1989 Hasbro created an all-new G.I. Joe animated series ("Operation Dragonfire"--eventually broken down into a five-part miniseries) produced by DiC (an acronym for the Luxembourgian corporation "*Diffusion, Information et Communication*," and pronounced *"Deek" [dik]*). Many of the characters' voices that collectors and children had grown accustomed to in the original Sunbow-produced *G.I. Joe: A Real American Hero* cartoon (September 1983-November 1986) were changed in the DiC production, as the narrative of the DiC program picked up after the events of *G.I. Joe: The Movie* (1987); the storyline reflected the current incarnation of the G.I. Joe special mission force and the enemy army of Cobra Command--focusing on the return of Cobra Commander (who reverted back to his human form in large thanks to an "ancient power" [!]).

As a note for collectors of mint, loose, and complete G.I. Joe figures and vehicles, at this point in the vintage G.I. Joe line, many of the action figures' accessories and vehicles' parts were re-cast and molded in different-colored or repainted plastic: so take care when matching parts for these pieces from a "garage sale/flea market" box of toys.

Backblast

Anti-Aircraft Soldier

(Includes: Two-Piece Triple Launcher Missile System, Three Missiles, Monocular, Knife, Bandolier)



Backblast's missile system.

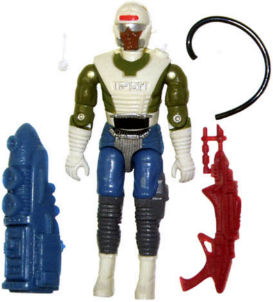
Backblast, with his bushy moustache and "GO ARMY" t-shirt, is the G.I. Joe Team's new air defense trooper (similar to Zap [1982] and Bazooka [1985]). In the Army, Backblast put his obsession to the test and joined the Joes, where he was well rewarded for knocking out the enemy aircraft of Cobra Command. As an action figure, Backblast's two-piece "triple launcher missile system" is similar in design to France's real-world *Mistral Air Defence Missile System* (man-portable launch unit), yet possesses three barrels.

MOC: **$20-28**, MLC: **$8**

Dee-Jay [Battle Force 2000]

Battle Force 2000 Comm-Tech Trooper

(Includes: Comm Tech Station, Laser Rifle, Antenna, Loudspeaker Backpack)



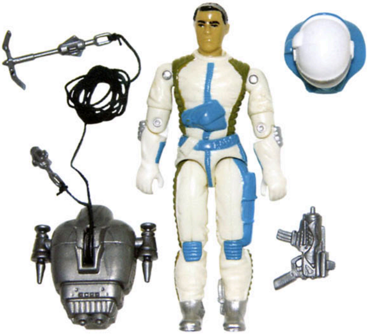
As an action figure, Dee-Jay was less than popular on both the original retail market and on the current secondary market; Dee-Jay was a "peg warmer," and often haunted retail pegs for many years.

MOC: **$9-15**, MLC: **$4-6**

Countdown

Astronaut

(Includes: Backpack, Grappling Hook w/Rope, Helmet, Gun)



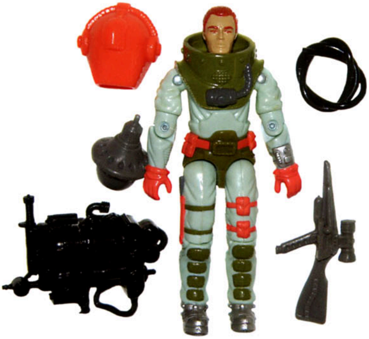
Countdown was the G.I. Joe Team's second official astronaut. It should be noted that there are two different versions of Countdown's astronaut helmet: an earlier-issue, hard-plastic helmet, and a later soft-plastic helmet.

MOC: **$20-28**, MLC: **$8**

Deep Six

Deep Sea Diver

(Includes: Buoy, Air Hose, Gun, Helmet, Backpack)



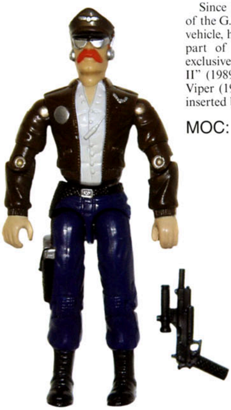
This version of Deep Six possesses much better articulation than his original figure (see Deep-Six, 1984), and is quite popular with collectors because of the authentic design of his outfit and accessories--all of which are reminiscent of an actual deep sea diver.

MOC: **$20-28**, MLC: **$8**

Dogfight

Mudfighter Pilot

(Includes: Pistol)



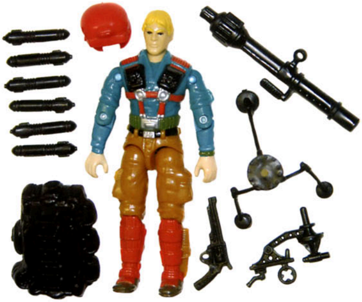
Since Dogfight was the pilot of the G.I. Joe Mudfighter (1989) vehicle, his action figure was also part of the Benny's/BJ's Club exclusive "Mudfighter/HISS II" (1989) two-pack with Track Viper (1989) plus two randomly inserted bonus figures.

MOC: **N/A**, MLC: **$4-6**

Downtown

Mortar Man

(Includes: Three-Piece Mortar, Six Mortar Shells, Helmet, Tri-Pod, Gun, Backpack)



Many collectors have commented that Downtown could just as easily have been code-named Short-Fuze (1982)—and functioned as an updated version of the G.I. Joe Team's original Mortar Soldier (both figures' MOS). As an action figure, there are two variant versions of the Downtown figure: one with flesh-colored hands, the other with yellow-toned hands.

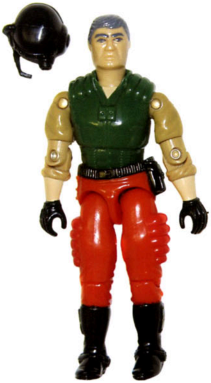
MOC: **$13-18**, MLC: **$6**

Hot Seat

Raider Driver

(Includes: Helmet)

Included with the Raider.



Hot Seat was a pugilist by profession until he considered the toll boxing would take on his central nervous system. Possessing a fine tactical mind, he joined the G.I. Joe Team and became the driver of the Raider, as delineated on his mass-produced file card. Hot Seat (file name: Michael A. Provost) was one of three vehicle drivers in Series VIII named after a Hasbro employee (Michael Provost = Hasbro's V.P. of Entertainment & Licensing), and as a result was born in Pawtucket, Rhode Island.

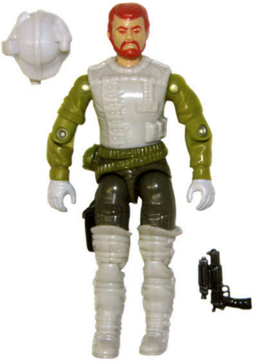
MOC: **N/A**, MLC: **$6-8**

Long Range

Thunderclap Driver

(Includes: Helmet, Pistol)

Included with the Thunderclap.



As a child, Long Range couldn't fathom simple math problems, but was in his element when given sophisticated trigonometry and calculus. This prowess made Long Range an effective driver for the heavily armed Thunderclap cannon transport.

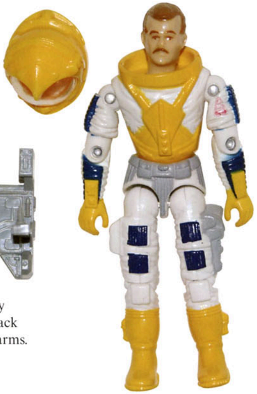
MOC: **N/A**, MLC: **$8-12**

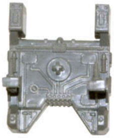
PAYLOAD

Astronaut

(Includes: Helmet, Face Shield, Backpack, Two Control Arms)

Included with the Crusader Space Shuttle with Avenger Scout Craft.





Payload's gray MMV backpack with control arms.

Collectors should note that Payload's backpack accessory and the two (2) control arms associated with this--the second version of the action figure (the version that came with the *Crusader* Space Shuttle)--are light gray in color; they are not molded in a brighter white, such as the backpack and control arms that complemented the original version of Payload that came with the *Defiant*: Space Vehicle Launch Complex (1987).

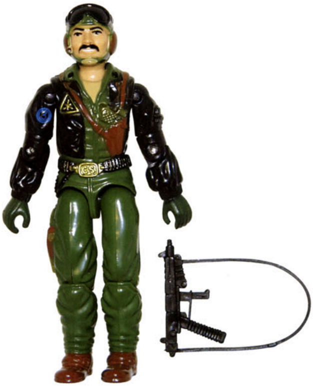
MOC: **N/A**, MLC: (with backpack and control arms) **$16-22**, (without backpack and control arms) **$8**

RAMPAGE

Mauler M.B.T. Tank Driver

(Includes: Rifle)

Mail Away Exclusive



Rampage was a simple, re-cast version of a Heavy Metal (1985) action figure, molded without a gray beard paint application, constructed in much darker plastic, and without Heavy Metal's trademark (and expensive) brown microphone/mouthpiece. Rampage is a difficult figure to obtain MISBaggie with his file card, as he was an unannounced addition to the 1989/1990 Hasbro Direct "Special Mission Drivers" mail-away (see the "Operation Deep Six" insert; replacing Steeler [1982] at the very last minute).

MISBaggie: (with all paperwork) **$65-80**, MLC: **$16-25**

RECOIL

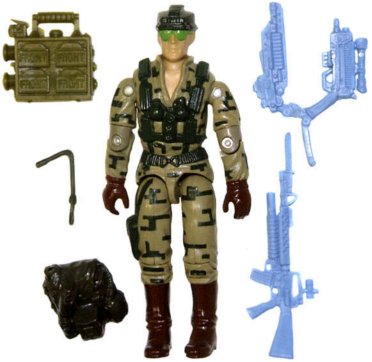
L.R.R.P.

(Long Range Recon Patrol [pronounced "Lurp"])

(Includes: Backpack, Rifle, Mine Case, Antenna, Pistol)

Recoil is the G.I. Joe Team's first member whose specialty is *specifically* L.R.R.P. (Long Range Reconnaissance Patrol). As an L.R.R.P., Recoil was one member of a special four to six-man L.R.R.P. team, a highly effective recon/combat patrol used to either obtain vital intelligence information, or to perform dangerous raids and ambushes.

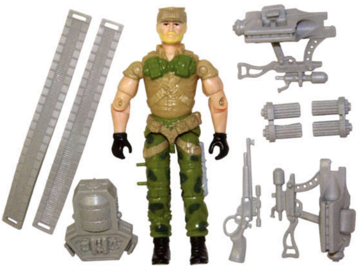
MOC: **$18-26**, MLC: **$6-8**



ROCK & ROLL

Gatling Gunner

(Includes: Two Gatling Guns, Rifle, Ammo Feeding Backpack, Two Bandoliers)



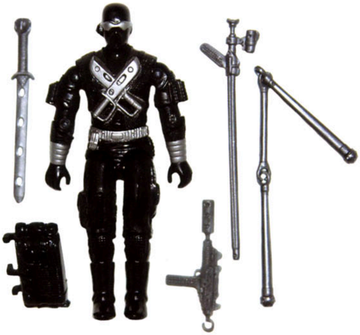
This, the Series VIII version of Rock & Roll (for more information, see Rock 'N Roll, 1982), is popular with collectors because of his excellent accessories--two (2) belt-fed mini-Gatling guns (with removable barrels), two (2) bandoliers, a rifle that mounts onto his leg, and a backpack that feeds ammo to his weapons. For more information on this action figure's curious-looking armaments, see Rock 'N Roll, 1991.

MOC: **$25-32**, MLC: **$8**

SNAKE EYES

Commando

(Includes: Backpack, Uzi, Three-Piece Nunchaku, Sword, Blow Gun)



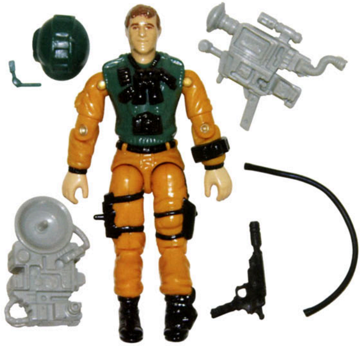
This updated version of Snake Eyes (see 1982, 1985) hints again at his esoteric background, while his file card suggests that the character "...was Ranger qualified and graduated from [MACV] Recondo School [see Recondo, 1984] in Nha Trang prior to his service with a Long Range Reconnaissance Patrol [see Recoil, 1989] in South East Asia." The weapons included in this incarnation of Snake Eyes are interesting and complement the action figure's aesthetics.

MOC: **$45-55**, MLC: **$12-16**

SCOOP

Combat Information Specialist

(Includes: Hi-Tech Camera, Pistol, Helmet, Hose, Antenna, Satellite Relay Station)



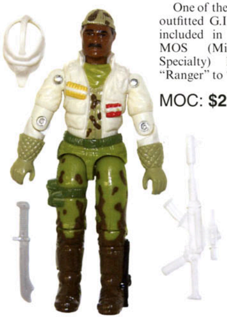
Another Joe character based upon a real-life person, Scoop was modeled after NBC's creative television journalist and 20+ year *Today Show* correspondent, Mike Leonard (note the character's file name is "Leonard Michaels").

MOC: **$20-28**, MLC: **$8**

STALKER

Tundra Ranger

(Includes: Kayak, Paddle and Machine Gun, Rifle, Mask, Knife, Backpack)



One of the six re-designed and re-outfitted G.I. Joe Team characters included in Series VIII--Stalker's MOS (Military Occupational Specialty) had changed from "Ranger" to "Tundra Ranger."

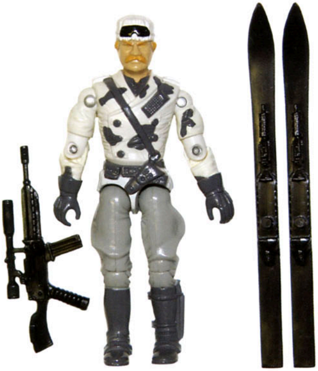
MOC: **$22-28**, MLC: **$8**

More of Stalker's accessories.

WINDCHILL

Arctic Blast Driver

(Includes: Rifle, Two Skis)



Upon enlistment, Windchill discovered the thrill of driving heavily-armed Arctic vehicles, and therefore, driving the Arctic Blast became his MOS (Military Occupational Specialty), as delineated in his Peer Personality Profile.

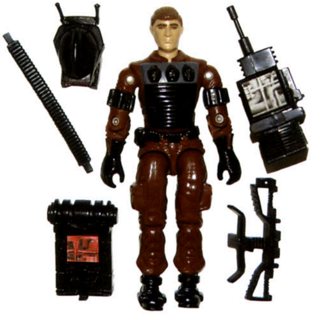
MOC: **N/A**, MLC: **$8-10**

(NIGHT FORCE) LIGHTFOOT

Explosives Expert

(Includes: Nightvision Helmet, Mine Detector Unit, Hose, Robot, Backpack)

Toys 'R Us Exclusive



Packaged in a Toys 'R Us exclusive two-pack with Night Force Shockwave, Lightfoot extends his military expertise in EOD (Explosive Ordnance Disposal) and demolitions to the G.I. Joe Night Force Team. For more information on Lightfoot's character, see his 1988 entry.

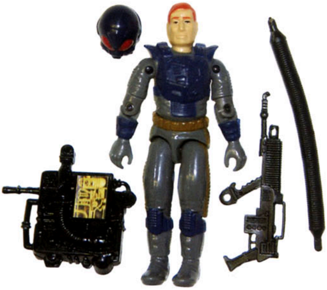
MOC: (w/Night Force Shockwave) **$150-220**, MLC: **$42-50**

(NIGHT FORCE) CHARBROIL

Flamethrower

(Includes: Flamethrower, Flame Retardant Hose, Pressurized Thermo-chemical Backpack, Thermo-Insulated Oxygenated Helmet)

Toys 'R Us Exclusive



Packaged together with Night Force Repeater in a Toys 'R Us exclusive two-pack, Charbroil has been re-designed as a flamethrower for the G.I. Joe Night Force Team. It should be noted that Night Force Charbroil's accessories are similar to many re-molded Tiger Force (1988), Slaughter's Marauders (1989), and Python Patrol (1989) action figures' accessories: re-colored *enough* for collectors to note obvious differences. For more extensive information on this character, see Charbroil, 1988.

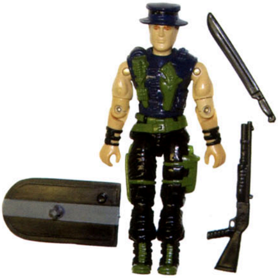
MOC: (w/Night Force Repeater) **$110-140**, MLC: **$28-36**

(NIGHT FORCE) MUSKRAT

Swamp Fighter

(Includes: Super 90 Shotgun, Swamp Skimmer, Machete)

Toys 'R Us Exclusive



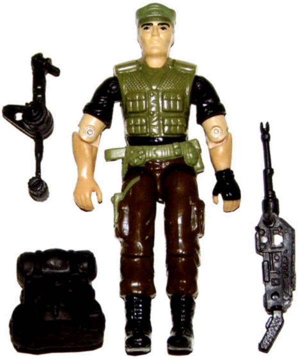
Night Force Muskrat was packaged together with Night Force Spearhead & Max in a Toys 'R Us exclusive two-pack. Night Force Muskrat is one of the rare exceptions where Hasbro considered--and followed through on--altering his mass-produced file card to reflect his new military training. For more information on Muskrat's character, see his entry in Series VII, 1988.

MOC: (w/Night Force Spearhead & Max) **$110-140**, MLC: **$34-42**

(Night Force) Repeater

Steadi-Cam Machine Gunner
(Includes: Machine Gun, Body Mount, Backpack)

Toys 'R Us Exclusive



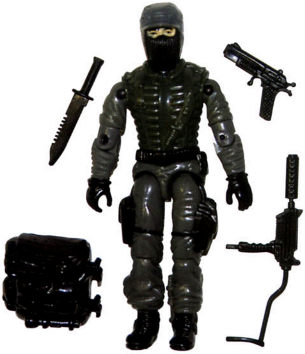
Night Force Repeater is packaged together with Night Force Charbroil in a Toys 'R Us exclusive two-pack, and later on (without his accessories) in the Hasbro Direct "Rapid Deployment Force" mail-away (1993).

MOC: (w/Night Force Charbroil) **$110-140**, MLC: **$42-50**

(Night Force) Shockwave

S.W.A.T. Specialist
(Includes: Machine Gun, Pistol, Knife, Backpack)

Toys 'R Us Exclusive



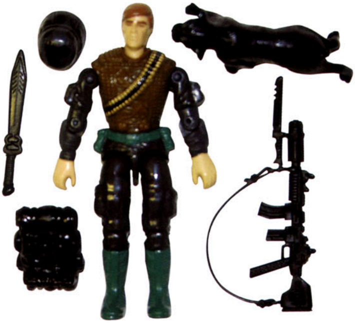
Packaged together with Night Force Lightfoot in a Toys 'R Us exclusive two-pack, Night Force Shockwave would eventually be included (*sans* accessories) in the Hasbro Direct "Rapid Deployment Force" mail-away (1993). For an extended biography, see Shockwave (1988).

MOC: (w/Night Force Lightfoot) **$150-220**, MLC: **$42-50**

(Night Force) Spearhead & Max

Point Man & Bobcat
(Includes: Bobcat, Rifle, Knife, Helmet, Backpack)

Toys 'R Us Exclusive



Night Force Spearhead & Max was packaged with Night Force Muskrat in a Toys 'R Us exclusive two-pack. For a longer biography of this character, see Spearhead & Max, 1988.

MOC: (w/Night Force Muskrat) **$110-140**, MLC: **$42-50**

SERIES VIII 1989

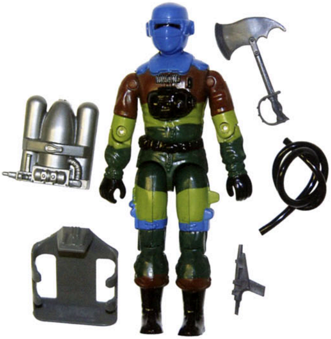
Slaughter's Marauders

The newly-outfitted Slaughter's Marauders action figures' card backs read as follows: "Slaughter's Marauders lead G.I. Joe's latest land offensive against Cobra! Shielded by their camouflage and armed with the heaviest artillery, the Marauders are prepared to defeat Cobra anywhere in the world!"

(Slaughter's Marauders) Barbecue

Firefighter

(Includes: Fire Axe, Foam Tanks, Nozzle Gun, Hose, Tank Bracket)



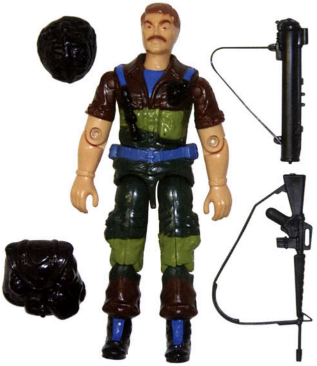
Barbecue has now been re-outfitted for the Slaughter's Marauders team, and this is reflected on the character's mass-produced file card. It should be noted that the accessories included with Slaughter's Marauder's Barbecue are exactly the same as his 1985 action figure, with the exception of his foam insert tanks (now silver) and his fire axe (the Slaughter's Marauders version does not have a silver paint application on its tip).

MOC: **$22-28**, MLC: **$8-12**

(Slaughter's Marauders) Footloose

Infantry Trooper

(Includes: M-16, M73-A1 LAWS, Helmet, Backpack)



Slaughter's Marauder's Footloose is "an integral part in the G. I. Joe fighting machine!" It should be noted that the M-16 rifle included with Slaughter's Marauders Footloose is different than his 1985 version: the handle of the Slaughter's Marauder's rifle is rounded at its base. For a longer biography on this character, see Footloose, 1985.

MOC: **$22-28**, MLC: **$8-12**

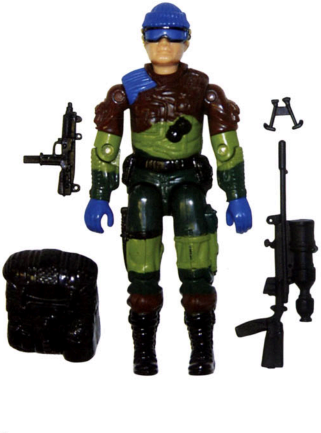
(Slaughter's Marauders) Low-Light

Night Spotter

(Includes: 7.62mm Model 85 Sniper Rifle w/Bipod, Uzi Submachine Gun, Backpack)

Slaughter's Marauders Low-Light possesses the same accessories and MOS as his 1986 counterpart, but his mass-produced file card was altered to fit his new responsibilities.

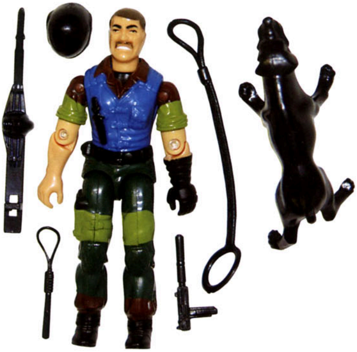
MOC: **$22-28**, MLC: **$8-12**



(SLAUGHTER'S MARAUDERS) MUTT

Animal Control/Utilization Technician

(Includes: Dog [Junkyard], Ingram Mac-11 w/Silencer, Night Stick, Leash, Face Mask, Helmet)



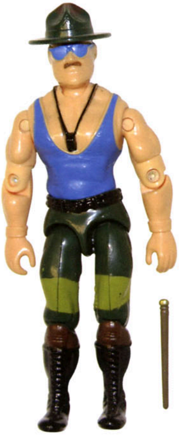
The helmet included with Slaughter's Marauders Mutt was not the same design as the original Mutt's helmet, but is in fact a black-molded helmet based on the designs of the 1982 series of G.I. Joe figures (see Breaker et al., 1982). Furthermore, the Slaughter's Marauder's version of Junkyard does not have the brown underbelly that the original Junkyard came with (see Mutt, 1984). For a longer biography of this character, see Mutt & Junkyard, 1984.

MOC: **$22-28**, MLC: **$8-12**

(SLAUGHTER'S MARAUDERS) SGT. SLAUGHTER

Slaughter's Marauders Commander

(Includes: Baton)



This Series VIII, 1989 action figure of Sgt. Slaughter (1985, 1986, 1988) is the final version of the character produced for the vintage G.I. Joe line and was the only time the "Sarge" was available MOC.

MOC: **$35-42**, MLC: **$10-14**

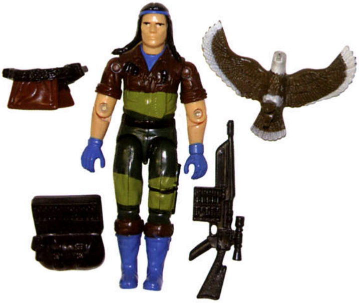
(SLAUGHTER'S MARAUDERS) SPIRIT

Tracker

(Includes: Arrow Cassette Pack, Auto-Arrow Launcher, Eagle [Freedom], Breechcloth)

Oddly enough, Spirit's birthplace has changed over the past five years (from the character's first incarnation [1984] to his membership into the ranks of Slaughter's Marauders [1989]); once born in Taos, New Mexico, now his POB (Place of Birth) reads as "Grand Canyon, Arizona." This ret-conning was reflected on his mass-produced file card as well.

MOC: **$22-28**, MLC: **$8-12**

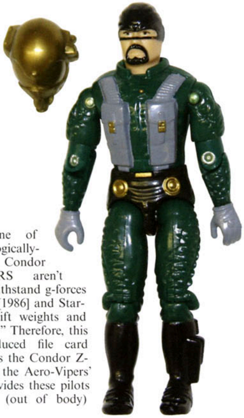


AERO-VIPER

Condor Z25 Pilot

(Includes: Helmet)

Included with the Cobra Condor Z25.



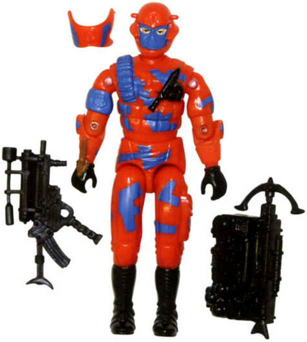
As pilots of one of Cobra's most technologically-advanced aircraft, the Condor Z25, "AERO-VIPERS aren't surgically altered to withstand g-forces like the Strato-Vipers [1986] and Star-Vipers [1988]. They lift weights and learn to take the pain." Therefore, this character's mass-produced file card suggests that the stress the Condor Z-25's g-forces place on the Aero-Vipers' bodies and minds provides these pilots with frequent O.B.E. (out of body) experiences.

MOC: **N/A**, MLC: **$15-22**

ALLEY VIPER

Cobra Urban Assault Trooper

(Includes: Shield, Face Shield, Gun, Backpack w/Grappling Hook)



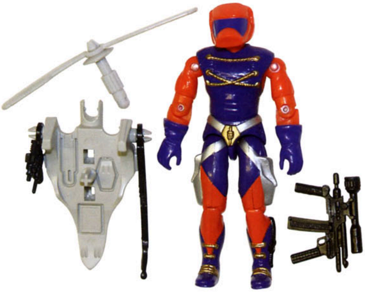
One of the most popular Cobra troop builders in the vintage G.I. Joe line, the Cobra Alley Vipers are the evil organization's equivalent "...of a police S.W.A.T. unit or British S.A.S." (Special Air Service, see Big Ben, 1991). They form the spearhead of Cobra's inner-city invasion forces."

MOC: **$42-55**, MLC: **$12-16**

ANNIHILATOR [IRON GRENADIERS]

Destro's Elite Trooper

(Includes: Machine Gun, Hand Gun, Helicopter Backpack)



The tenacious and ruthless Annihilators are high-ranking and well-trained members of Destro's (1983, 1988) Iron Grenadiers (1988) who act as "Destro's personal bodyguards and elite airborne assault troops" (from the mass-produced file card). The toy comes with six accessories total: a three-piece helicopter backpack (main pack, blade base, helicopter blade), a black control arm attachment, a black hand gun attachment, and a hand-held machine gun.

MOC: **$22-28**, MLC: **$6-10**

DARKLON [IRON GRENADIERS]

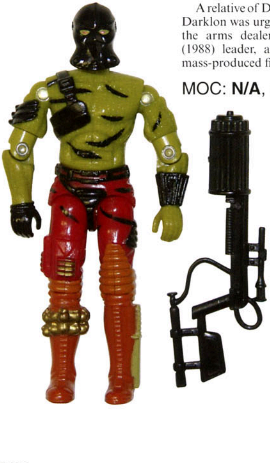
Evader Driver

(Includes: Rifle)

Included with Darklon's Evader.

A relative of Destro (1983, 1988), Darklon was urged into combat by the arms dealer/Iron Grenadiers (1988) leader, as outlined in his mass-produced file card.

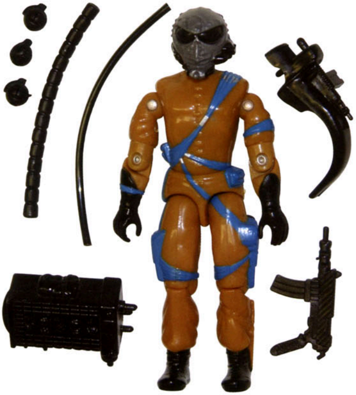
MOC: **N/A**, MLC: **$6-10**



FRAG-VIPER

Cobra Grenade Thrower

(Includes: Cesta, Gun, Three Grenades, Two Hoses, Backpack)



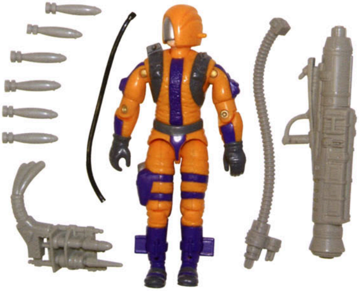
As their main weapon, Frag-Vipers carry manual hurling baskets or "cestas"--those scoop-shaped wicker baskets used to catch and throw a ball in the intense Basque sport of Jai Alai. Frag-Vipers, however, don't fling hardened rubber balls—they throw *grenades*, as revealed in their mass-produced file card.

MOC: **$24-35**, MLC: **$10-14**

H.E.A.T. VIPER

Cobra Bazooka Man

(Includes: [FANG] Bazooka, Six Bazooka Shells, Backpack, Hose, Eye Piece)



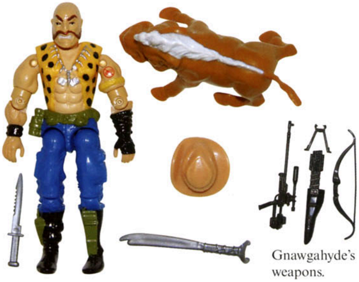
The H.E.A.T. Viper action figure's arsenal of weapons is impressive, and it is a challenge to find a complete one--yet they are not in high demand on the secondary market.

MOC: **$22-30**, MLC: **$8**

GNAWGAHYDE

Dreadnok Poacher

(Includes: Rifle, Bipod, Boar, Bow, Backpack, Shin Knife, Wrist Machete, Hat)



Gnawgahyde's weapons.

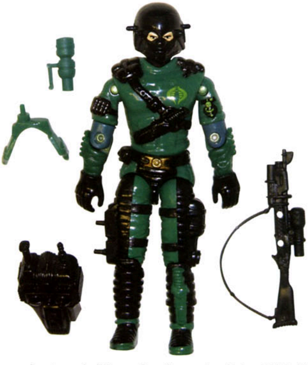
The code name Gnawgahyde is an amalgamation of "gnaw" (to bite or chew persistently) plus "Naugahyde" (the brand of artificial leather), and his character is described in detail on his mass-produced file card.

MOC: **$35-45**, MLC: **$10-16**

NIGHT-VIPER

Cobra Night Fighter

(Includes: Night Vision Goggles [monocular and visor], Gun w/Night Scope, Backpack)



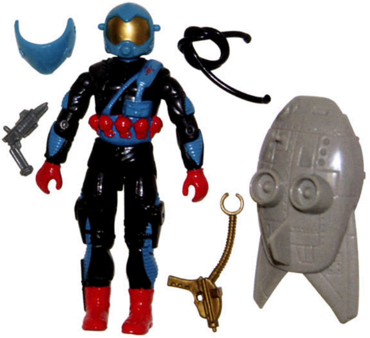
A popular troop-builder action figure, the Cobra Night-Viper's accessories are some of the most impressive of all the 1989, Series VIII toys. With two pegs that stick out of the side of the action figure's right leg as a mount for his sniper's rifle, a scope/monocular that fits onto the trooper's removable night vision goggles/visor, and a backpack that appears to have the hilt of a knife sticking out, the Night Viper is expertly prepared for night-fighting missions.

MOC: **$30-38**, MLC: **$10-16**

T.A.R.G.A.T. [IRON GRENADIERS]

Trans Atmospheric Rapid Global Assault Trooper

(Includes: Laser Gun, Shell, Joystick, Hose, Face Shield)



The assault troopers of Destro's (1982, 1988) Iron Grenadiers (1988), T.A.R.G.A.T.'s are fascinating manifestations of M.A.R.S.' (Military Armaments Research System) latest technology, as they can be deployed to any location around the globe.

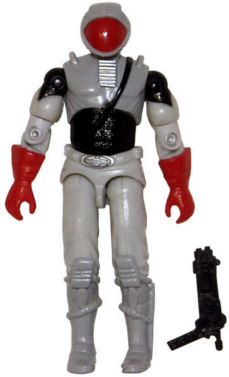
MOC: **$22-28**, MLC: **$6-8**

TRACK VIPER

H.I.S.S. II Driver

(Includes: Pistol)

Included with the Cobra H.I.S.S. II, and with the Benny's Exclusive Mudfighter/HISS II 2-pack w/Track Viper.



Since the Track-Viper functions as the driver of the Cobra H.I.S.S. II (1989) vehicle, his action figure was also included as part of the Benny's/BJ's Club exclusive "Mudfighter/HISS II" (1989) two-pack with Dogfight (1989) plus two randomly inserted bonus figures.

MOC: **N/A**, MLC: **$10-14**

WILD BOAR [IRON GRENADIERS]

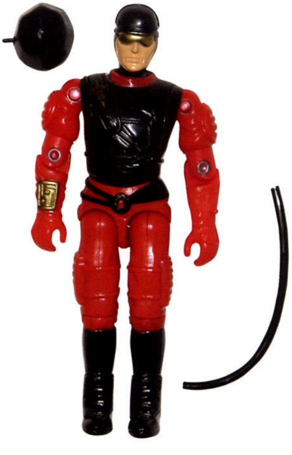
Razorback Driver

(Includes: Helmet, Hose)

Included with Destro's Razorback.

If Destro's (1982, 1988) Iron Grenadiers (1988) are his contingent of elite troopers, then Wild Boars are the best of the best, for "Only the 'créme de la créme' of the Iron Grenadiers can be admitted into the Razorback driver program. All recruits must endure a torturous training schedule that stresses discipline, discipline, and more discipline!"

MOC: **N/A**, MLC: **$6-8**



Python Patrol

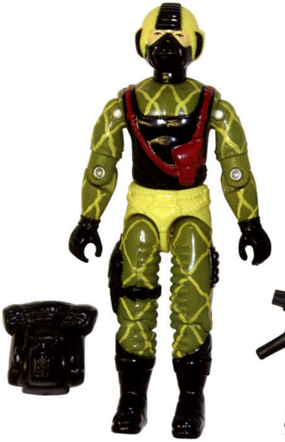
"Python Patrol is a select group of Cobra mercenaries that utilize high-tech, re-outfitted vehicles with sophisticated camouflage for venomous strikes against G.I. Joe!" More specifically, this re-outfitting of Cobra Command's character and vehicles is referred to the "Pythonization Process," which is a procedure "...in which personnel and/or vehicles are outfitted with a primary layer of radar-resistant black-ball paint, then blanketed with a thermal-wave dispersal grid." This group of Python Patrol soldiers and vehicles was originally designated under the code-name "Wraith" (not "Python Patrol" [from their prototype file cards]).

As a final note, although the Python Crimson Guard, Python Officer, Python Tele-Viper, and Python Trooper appear--at first glance--to possess the *exact* same hand-held rifles/accessories as their original counterparts (see Crimson Guard [1985], Cobra [Soldier] [1982], Tele-Viper [1985], and Cobra Officer [1982]), these Python Patrol weapons are molded in a *darker* black plastic than the lighter-colored original accessories..

Python Copperhead

Python Patrol Swamp Fighter

(Includes: M-16 'Over/Under' Rifle, Swamp Pack)



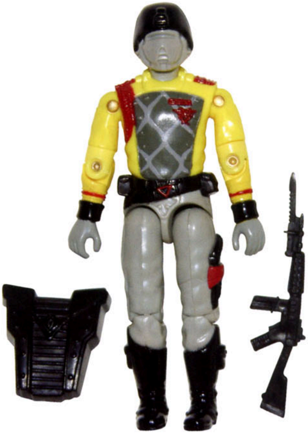
Although the Python Copperhead (prototype code name: Wraith Copperhead) is simply a repaint of the original Copperhead (1984) who has undergone the Pythonization Process, the character was finally given proper accessories in the form of a black colored rifle and backpack (for both, see Leatherneck, 1986).

MOC: **$30-40**, MLC: **$10-14**

Python Crimson Guard

Python Patrol Elite Trooper

(Includes: AK-48A w/Bayonet, Backpack)



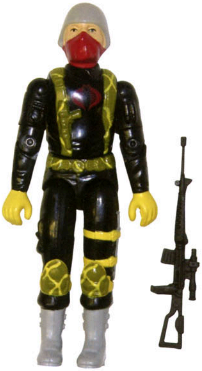
The Python Crimson Guard's (prototype code name: Wraith C.G. ["Segie"]) reads: "The elite shock troops of the Cobra legions are generally deployed in their undercover mode, infiltrating themselves into normal society as used car salesmen, accountants and podiatrists. Their functions as part of the Python Program are to spy on their fellow Wraiths and report all violations of Cobra policy to their evil twin commanders, Tomax [1985] and Xamot [1985]." This excised text should lead us to believe that there may have been another, higher power commanding the entire Python Patrol team--a higher power removed by Hasbro at the time of pre-production: Tomax & Xamot (1985)--the prototype-stage Python Patrol Commanders.

MOC: **$32-45**, MLC: **$10-14**

PYTHON OFFICER

Python Patrol Officer

(Includes: Dragunov [SVD] Sniper's Rifle)



Oddly enough, to construct the action figure for the Python Officer, Hasbro utilized the mold from the Cobra Soldier see The Enemy [1983]), yet gives the soldier the rank of "Python Patrol Officer."

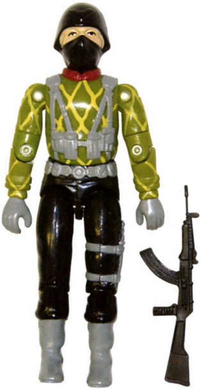
Larry Hama's prototype dossier was tweaked and cleaned-up by Hasbro, and its original incarnation reads as follows: "Python Patrol [Wraith] Officers... are qualified forward air-controllers and artillery spotters as well as infantry leaders. Their proficiency with second-generation digital-keyboard message devices* enables them to coordinate infantry, armor, artillery and air-support, instantaneously, in code and without voice!" (from the prototype file card). With the asterisk (*) in this dossier, Mr. Hama provided a to the reader: "*These keyboard systems are used in conjunction with the scrambler-pack and short-burst transmission modules carried by the Tele-Viper [Tele-Wraith] communications specialists."

MOC: **$32-45**, MLC: **$10-14**

PYTHON TROOPER

Python Patrol Infantry

(Includes: AK-47 Assault Rifle)



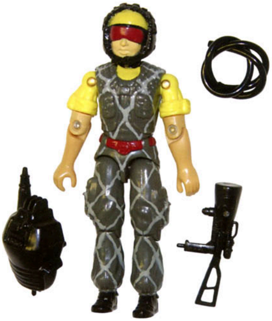
As the Python Officer uses the mold of the original Cobra (Solider) (The Enemy, 1982), the Python Trooper uses the mold of the original Cobra Officer (The Enemy, [1982]): therefore it is an even swap. As soldiers, the Python Troopers are similar to basic Cobra (Soldiers), but with the benefit of the Pythonization Process. Larry Hama provided a prototype dossier for this character that went unused by Hasbro: "The Wraith Viper has the advantage over the plain vanilla Viper [1986] in terms of stealth, being undetectable by radar or thermal imaging due to the Pythonization Process and by way of an upgraded weapons system and improved munitions. His combination rifle/grenade launcher has been retro-fitted with a passive infra-red seeker and the barrel rifling has been changed to accept hyper-velocity discarding sabot bullets."

MOC: **$22-25**, MLC: **$10-14**

PYTHON TELE-VIPER

Python Patrol Communications

(Includes: VS-11 Scanner, Hose, Communipac)



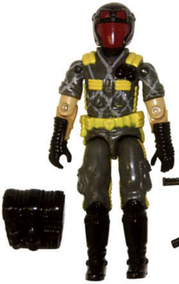
Some versions of the Python Tele-Viper (prototype code name: Tele-Wraith) came with a black hose accessory similar to the original Tele-Viper (1985), while some did not. Interestingly enough, Larry Hama's prototype dossier for the "Tele-Wraith" (Python Tele-Viper) reads differently than the mass-produced filecard "The Tele-Wraith is an updated, Pythonized Tele-Viper whose standard modular radio pack has been beefed up considerably on the passive jamming end. These Cobra communications specialists carry digital scrambler/decoders and low speed burst transmissions enabling Wraith Officers [Python Officers, 1989] to communicate rapidly with other units and support elements."

MOC: **$28-40**, MLC: **$8-10**

PYTHON VIPER

Python Patrol Assault Viper

(Includes: Backpack, RDT-7 Assault Rifle w/Grenade Launcher)

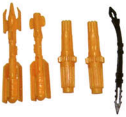


Python Vipers are original Vipers (1986)—"the backbone of the Python Patrol"—but when enhanced with Python Patrol technology, are "...highly motivated, superbly trained, and formidably equipped." Larry Hama's original prototype dossier for the Wraith (Python Viper): reads as follows "The Wraith is the basic infantryman of the Python Patrol and is cross-trained in at least two support-skills such as clerk-typist, cook, or supply specialist. Unlike most armies where specialization is the norm, the Python Patrol expects its clerks to be as proficient with assault rifles as they are with typewriters!"

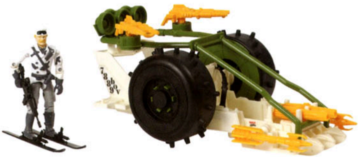
MOC: **$32-45**, MLC: **$10-14**

ARCTIC BLAST

(Includes: Windchill figure)



The Arctic Blast's easily lost pieces.



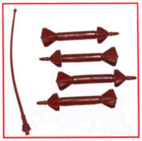
The Arctic Blast has a few interesting action features, among these: a progressive spring rate/independent air suspension system, two (2) free-rolling "Puncher" studded rugged terrain over-sized tires, two (2) "Chain Gang" forward-mounted armor-piercing 30mm Gatling guns, two (2) 7.62mm coaxial firing double barreled (rotating) machine guns, room for two (2) additional G.I. Joe team members on the rear-mounted air foil/personnel platform, a 225hp LFV-30 turbo-diesel engine with four-speed transmission, and (2) side-mounted avalanche-class "Cool Cruiser" surface missiles.

Easily lost pieces include two (2) missiles, two (2) machine gun barrels, and a seat belt.

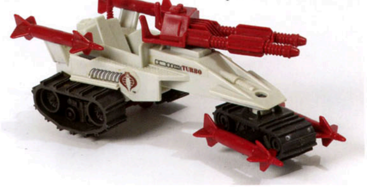
MISB: **$40-50**, MIB: **$15-18,** MLC: **$8-10**

The Battlefield Robot Devastator's seat belt.

[COBRA] BATTLEFIELD ROBOT DEVASTATOR



The Battlefield Robot Devastator's easily lost pieces.



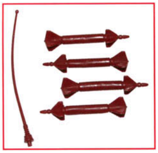
The Battlefield Robot Devastator tracked vehicle helps to support Cobra's legions with its four (4) "HOTS" (High Output Terrain Hugging System) missiles, a "Tandem-Blaster" dual recoilless .50-caliber machine gun (with internal cooling housing), one "Mono Track" forward-mounted hardened-steel steering tread, two (2) hardened-steel dual rotation rear tracks, and a missile guidance/communications antenna; all mounted on top of two (2) downward-facing main hoverlift rotors.

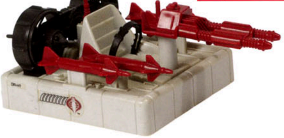
The Devastator's easily lost pieces are the antenna, seat belt and four (4) missiles.

MISB: **$20-22**, MIB: **$8-10,** MLC: **$3-5**

[COBRA] BATTLEFIELD ROBOT HOVERCRAFT

The Battlefield Robot Hovercraft's easily lost pieces.





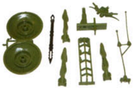
The Battlefield Robot Hovercraft has a few interesting action features and specifications: two (2) free-spinning carbon-fiber counter-rotating high-speed rotors (encased within a semi-enclosed directional rotor housing), a dual barreled "Crusher" internally cooled .50-caliber machine gun, a navigations/communications "Whip" antenna, a GB-700/700hp free-turbine turboshaft engine, and four (4) "Sailfish" forward-looking radar surface torpedoes.

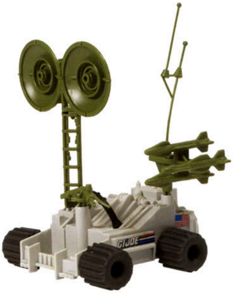
The Hovercraft's easily lost pieces are its antenna, seat belt, machine gun, and four (4) missiles.

MISB: **$20-22**, MIB: **$8-10,** MLC: **$3-5**

BATTLEFIELD ROBOT RADAR RAT

The Battlefield Robot Radar Rat's easily lost pieces.



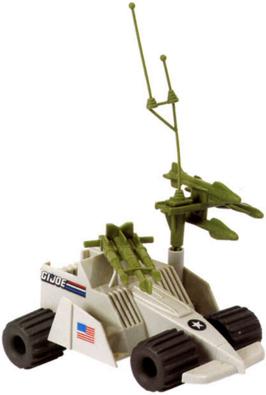


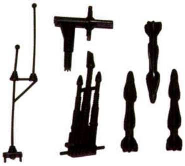
The Radar Rat is a battlefield robot with four (4) free-rolling off-road "Workhorse" solid puncture-proof tires, a "Quick Stick" power-assisted steering bar (swiveling handlebars), a set of MM-15 "Flat Face" target track/guidance parabolic dishes that can be raised via a radar mast (triple-member stressed dish support column), three (3) "Low-Blow" terminal homing/semi active radar missiles mounted on a rotating TWS (Track While Scan) triple-launch missile rack, and a "Lancer" antenna (with a superimposed parabolic aerial/range of 155 miles).

The Radar Rat's easily lost pieces include three (3) missiles, radar mount, radar dishes, handlebars, missile mount, antenna, and seat belt.

MISB: **$20-22**, MIB: **$8-10,** MLC: **$3-5**

BATTLEFIELD ROBOT TRI-BLASTER





The Battlefield Robot Tri-Blaster's easily lost pieces.

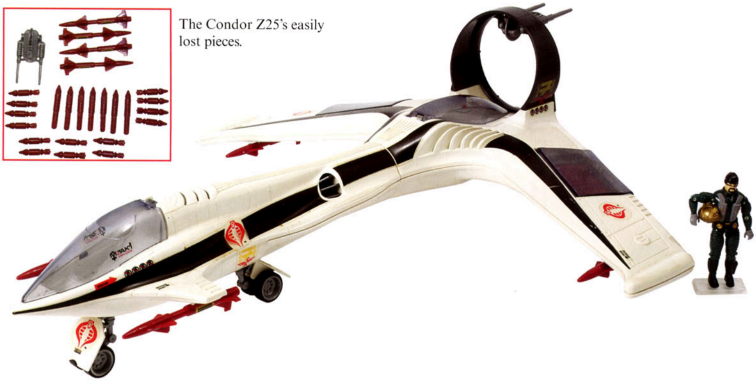
The Battlefield Robot Tri-Blaster is a one-man vehicle mounted on four (4) "Mud-Runner" high speed off-road four wheel drive tires, with a triple-barreled "Tri-Blaster" pulse fire uni-directional laser cannon, three (3) AEA-56 "Quick Thrust" surface-to-surface terminal homing missiles posted a rotating "Track and Scan" auto-adjust missile/antenna rotation unit, all topped off with a steel core "Durapole" super duty antenna.

The Tri-Blaster's easily lost pieces are the three (3) missiles, antenna, "Tri-Blaster" cannon, and the missile launcher rack.

MISB: **$20-22**, MIB: **$8-10,** MLC: **$3-5**

COBRA CONDOR Z25

(Includes: Aero-Viper figure)



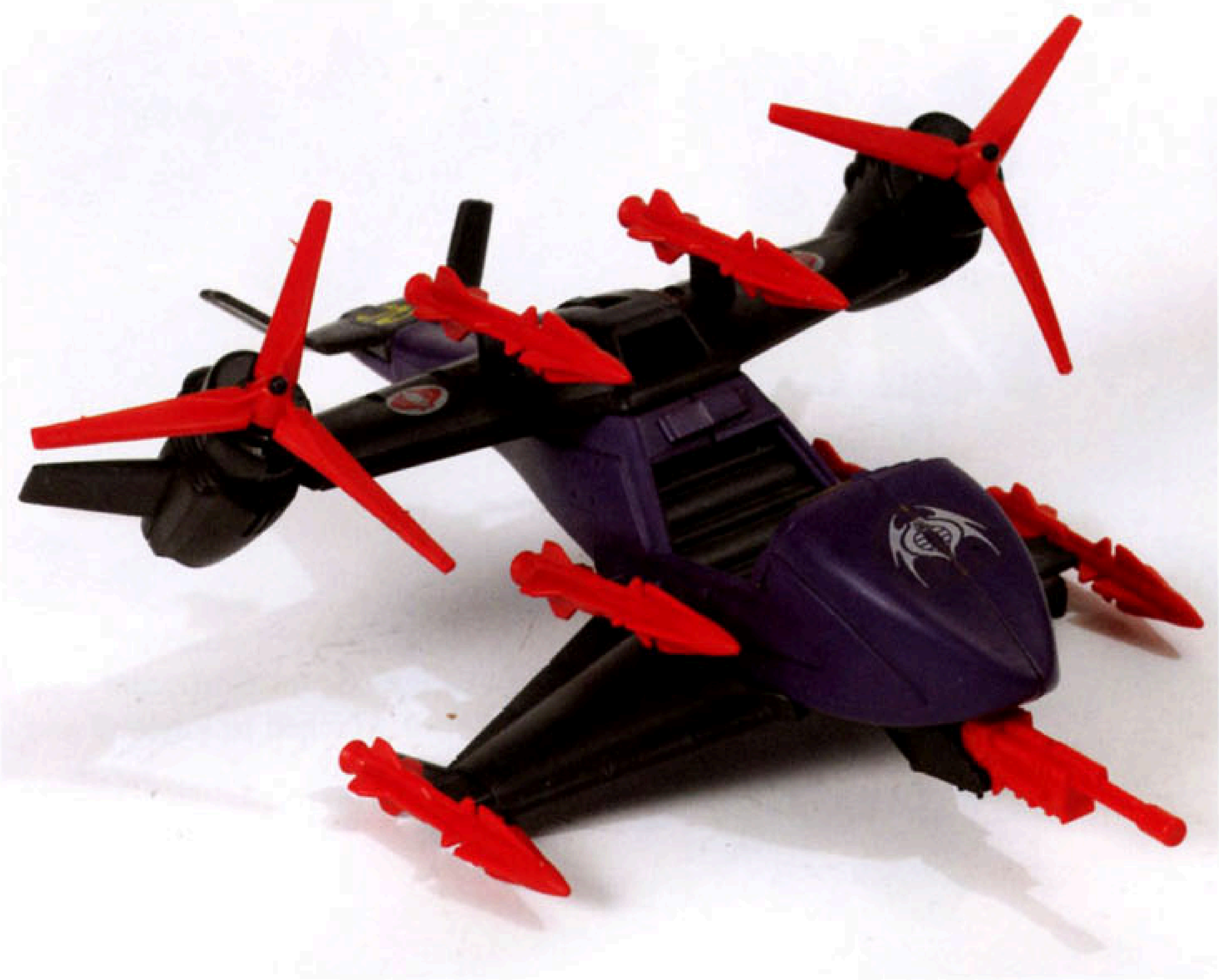
The Condor Z25's easily lost pieces.

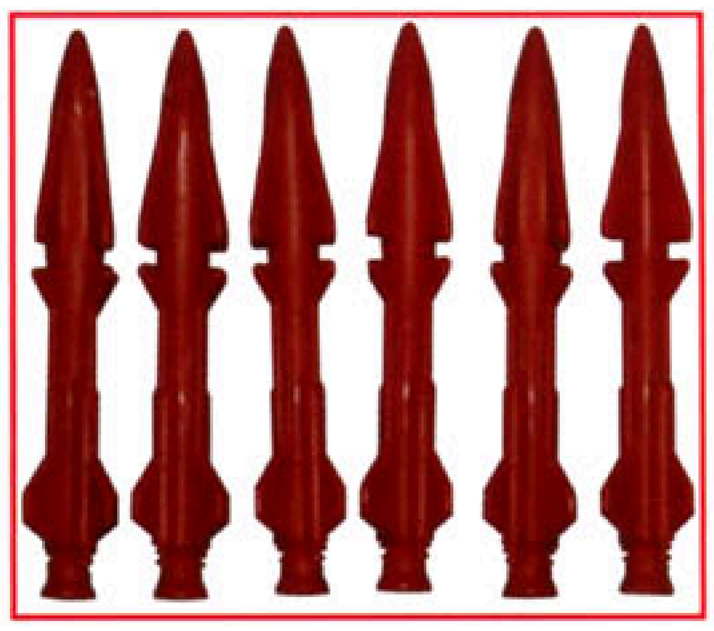
The Cobra Condor has two different parts that are detachable at the press of a button (the aircraft's electron modulated fuselage separation actuator)—part #1) an attack "wing" and part #2) a high-speed aircraft. Other special features of the Cobra Condor included two (2) sliding bomb-release mechanisms (one for each of its two [2] wings, which hold seven [7] SK-44 wide-concussion incendiary bombs each [14 total]), five (5) separate retractable landing gear struts and wheels, two (2) opening canopies (one for each fighter ["high altitude anti-glare shock-proof canopies"]), a rear rotary housing assembly with mounted dual-laser support cannons armed with 3,700 laser rounds [!], a rotating bomb-bay area that holds and releases seven (7) rotary bombs (via a manual thumb-wheel), and four (4) large electronic-pulsating no-thrust air-to-surface missiles (alternately described on the vehicle's blueprints as "low-drop terrain-hugging 'Smacker' missiles").

The Cobra Condor Z25's easily lost pieces include four (4) larger missiles, seven (7) drop bombs, fourteen (14) wing bombs, and the rear-mounted laser cannon.

MISB: **$210-325+**, MIB: **$65-75,** MLC: **$50-55**

Cobra FANG II





The FANG II's easily lost pieces.

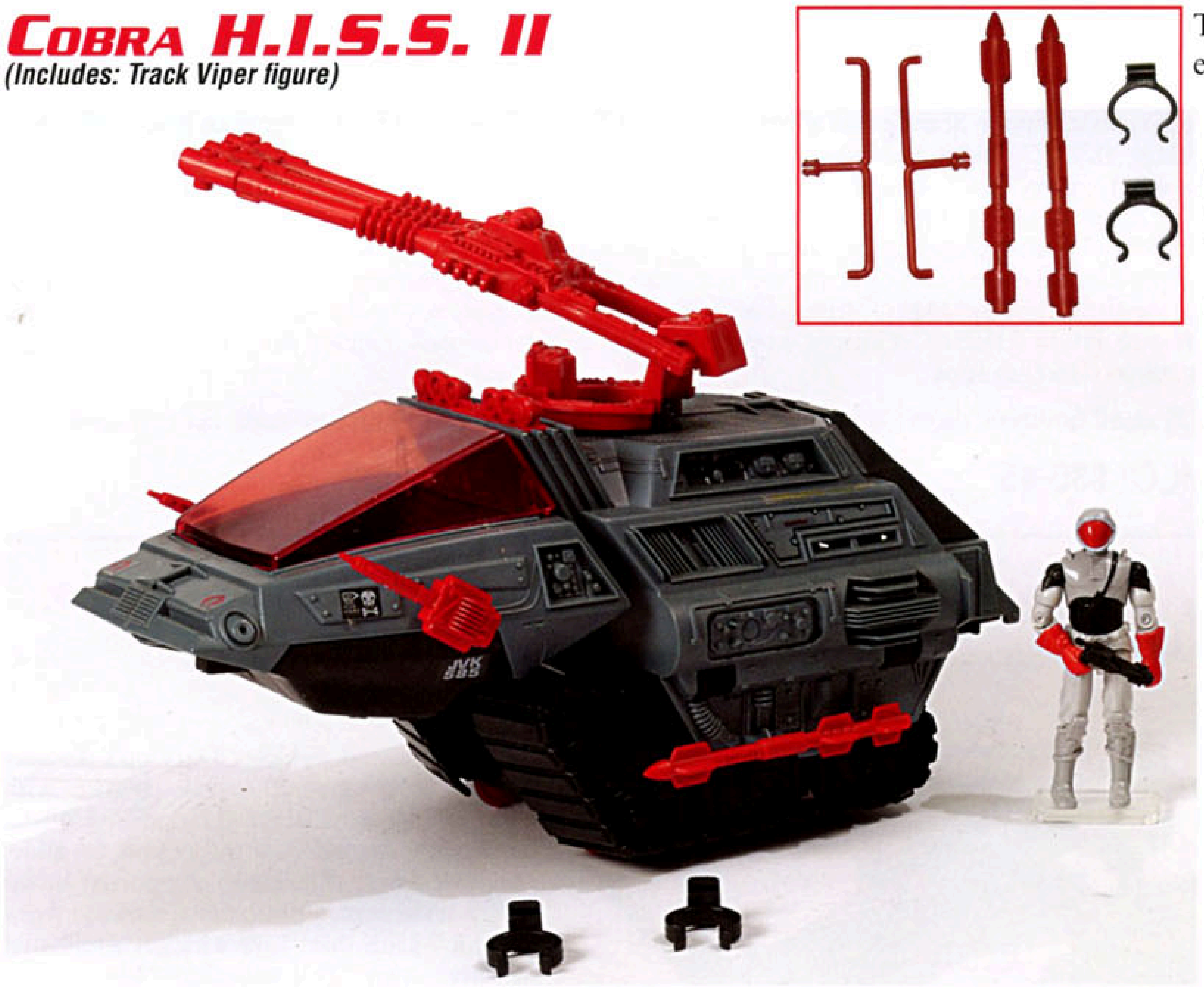
As an updated version of the original Cobra F.A.N.G. (1983), the FANG II's design is decidedly different from the Mark I, for its specifications/ action features reads as follows: two (2) free-spinning dual tri-blade turbo-fan rotors mounted on twin positionable jet/turboprop engines (powered by an electronic F-4000 GR-7500 power turbine modulator) that tilt upward with (manual) thumbwheel action, a 20mm secto-barrel impulse long range cannon/chin gun, and six (6) "AIMZ-33" air-to-air crusher missiles.

The FANG II's Easily lost pieces are the six (6) AIMZ-33 missiles.

MISB: **$50-60**, MIB: **$14-18,** MLC: **$8-10**

Cobra H.I.S.S. II

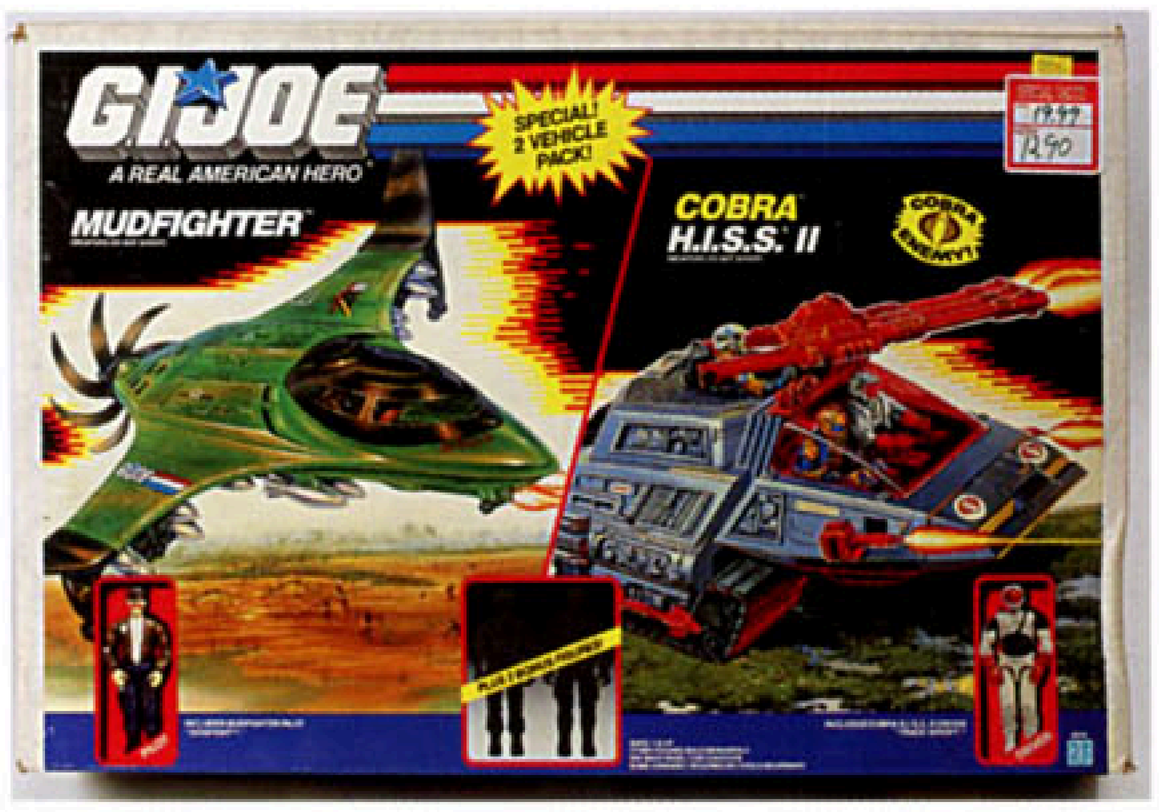
(Includes: Track Viper figure)



The Cobra H.I.S.S. II's easily lost pieces

The Cobra H.I.S.S. II (High Speed Sentry) is an updated version of the original Cobra H.I.S.S. (1983) and its design is much different from the original. For one, the battle tank's compartment door opens from the rear and allows four (4) extra Cobra troopers ("four man sabotage team") to fit within its sliding rear figure compartment (keeping them in place with two [2] retainer bars). Among the H.I.S.S. II's other features include: a main tri-barreled thermal-propulsion XTX-a20b cannon (mounted on a titanium-plated cannon command control turret with 360° movement), two (2) smaller side-mounted 100mm armor-piercing laser machine guns, two (2) surface-hovering no noise multi-warhead "Slam" missiles, and a pull-down front cockpit (as opposed to the H.I.S.S. Mark I's flip-open cockpit) with two (2) figure body clips.

As a final note, the Cobra H.I.S.S. II was also included with the Mudfighter (1989) in a rare and expensive exclusive vehicle two-pack along with both vehicle drivers (Dogfight [1989] and Track Viper [1989]) and two randomly-packed bonus action figures. This exclusive retailed at not one, but two outlets—the five-and-dime survivor Benny's (Home & Auto) Stores (with thirty select locations in Rhode Island, Southeastern Massachusetts and Eastern Connecticut) and BJ's Wholesale Club (with 150+ stores) market.



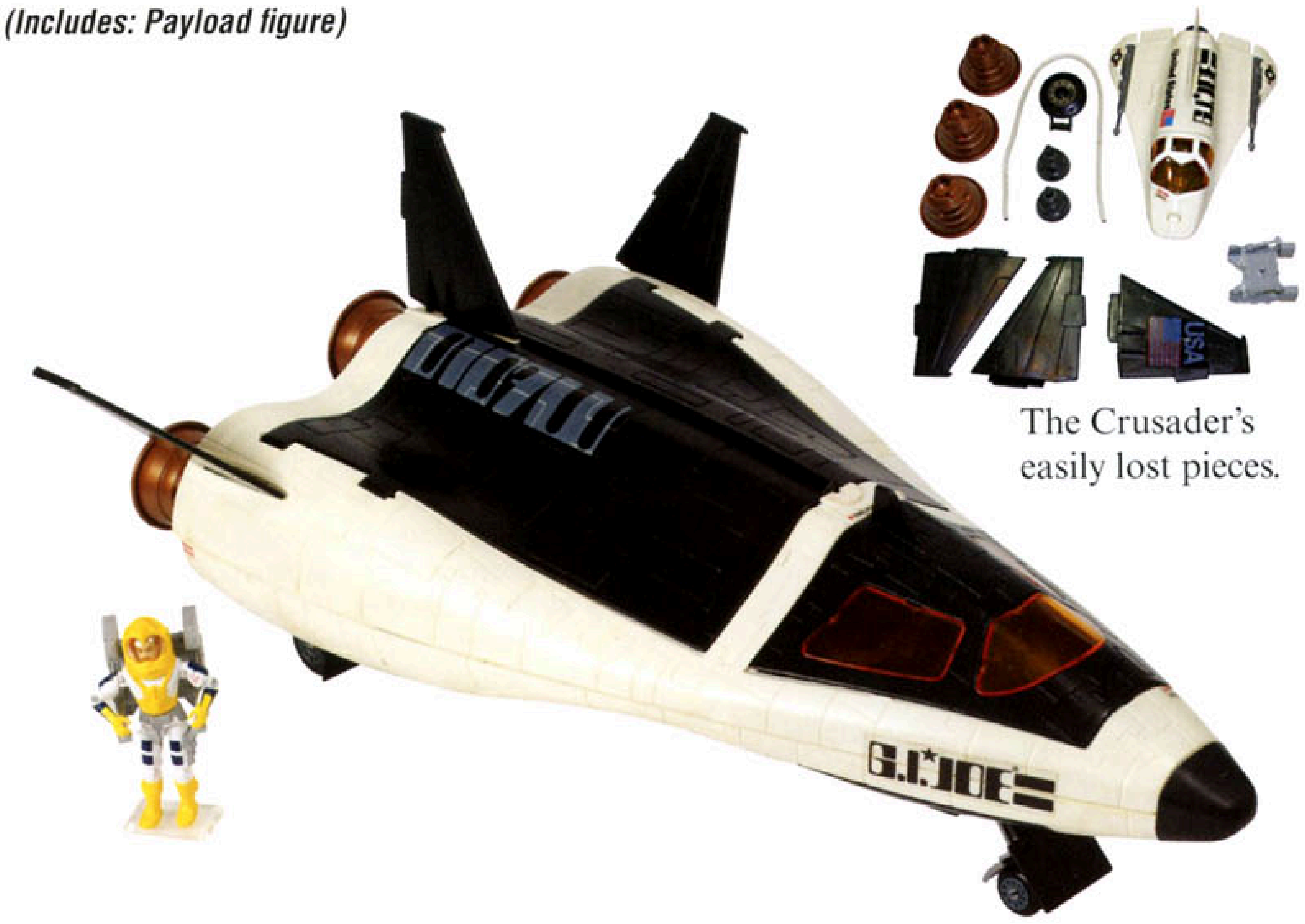
Picture of the rare "Benny's" exclusive H.I.S.S. II/ Mudfighter, MISB.

The H.I.S.S. II's easily lost pieces include two (2) figure retailer bars (from the rear compartment), two (2) missiles, and two (2) body clips.

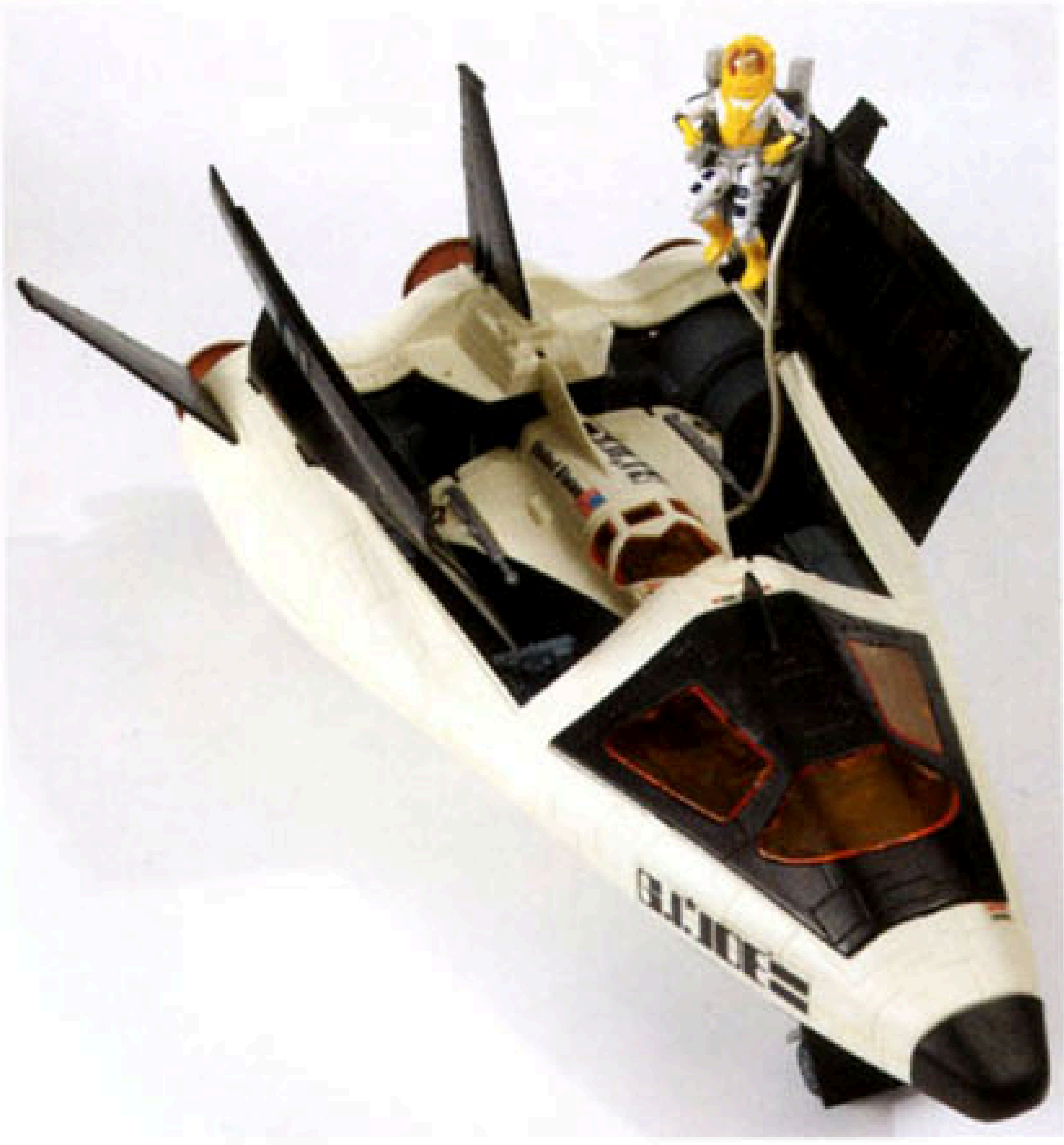
MISB: **$150-175**, MIB: **$28-35,** MLC: **$15-20** (Benny's two-pack exclusive with G.I. Joe Mudfighter) MISB: **$325-410**, MIB: **$85-125,** MLC: (see individual MLC entries)

Crusader Space Shuttle with Avenger Scout Craft

(Includes: Payload figure)



The Crusader's easily lost pieces.



Detail of the Crusader's exterior/ interior: Avenger Scout Craft, and umbilical cord attached to Payload and his MMU backpack.

The Crusader Space Shuttle was crafted by Hasbro using the mold of the Defiant: Space Vehicle Launch Complex's shuttle craft (1987), but the inner-workings of this space shuttle (its "guts") are markedly different. In lieu of the Defiant shuttle craft's robot arm, the Crusader space vehicle comes with its Avenger Scout Craft—a small, single person, low radar reflection reconnaissance jet (based on the mold of the reconnaissance jet that was originally included with the Cobra Night Raven [1986]). Series VIII's Crusader (original retail $24.99) was a more-affordable alternative than the much more expensive Series VI's Defiant ($99.99 retail).

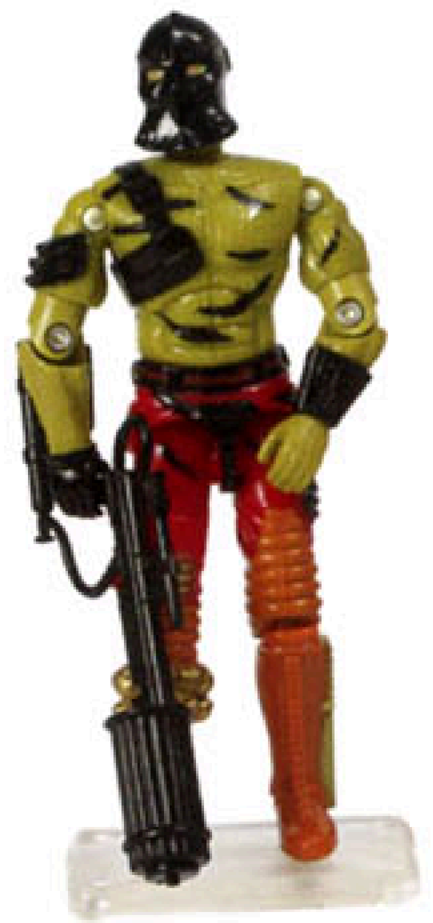
Apart from the obvious comparisons, the Crusader Space Shuttle has a bevy of action features: retractable landing gear, faux high-temp silica ceramic tiles, a delta-wing shaped fuselage, three (3) flight stabilizers (i.e. four channel servo-operated 'elevons' [wings]), two (2) small booster rockets (primary reaction control thrusters), three (3) large booster rockets (thrust diffusion nozzles), two (2) retractable fuselage cannons mounted on flip-out gun doors, a removable cockpit door (as opposed to the Defiant's raising/lowering cockpit door), a three-station crew cockpit/operations center with three (3) command chairs and two (2) movable utility consoles, a payload bay adapter (for the Avenger Scout Craft), two (2) opening aluminum alloy frame payload bay doors, an opening bay access hatch (EVA [Extra Vehicular Activity] airlock port), an astronaut's umbilical cord (that attaches from Payload's [1989] MMU [Manned Maneuvering Unit] backpack to the shuttle's EVA mount), and of course--the Avenger detachable scout craft with HUD (Heads Up Display) operations/fire control display, opening access hatch and two (2) MK12 HOGS (High Observation Gun Ship) 20mm (laser) canons.

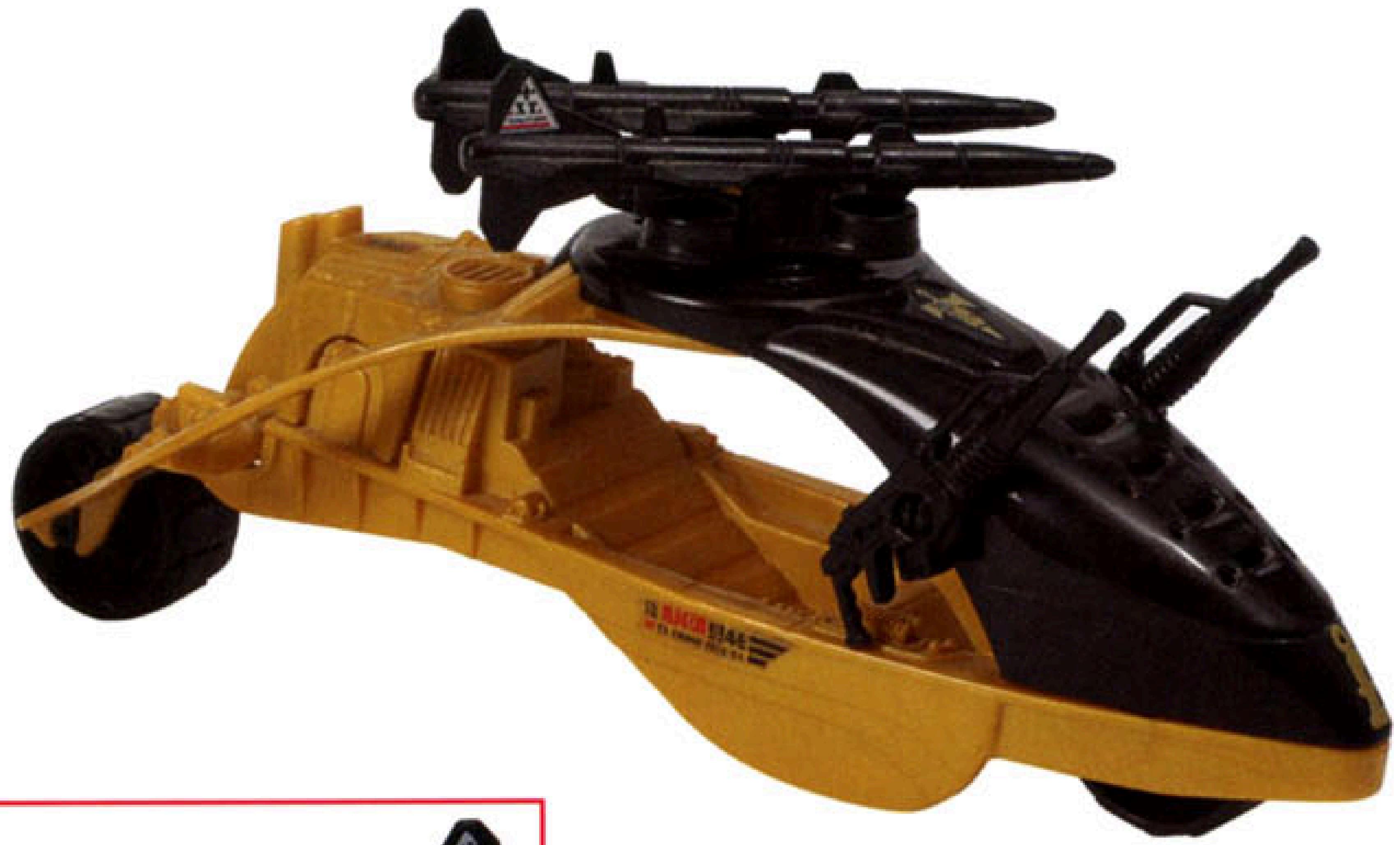
The Crusader's easily lost pieces are: two (2) small boosters, three (3) large boosters, Avengers shuttle craft, umbilical cord, cockpit cover.

MISB: **$255-300**, MIB: **$75-95,** MLC: **$35-45**

Darklon's Evader [Iron Grenadiers]

(Includes: Darklon figure)

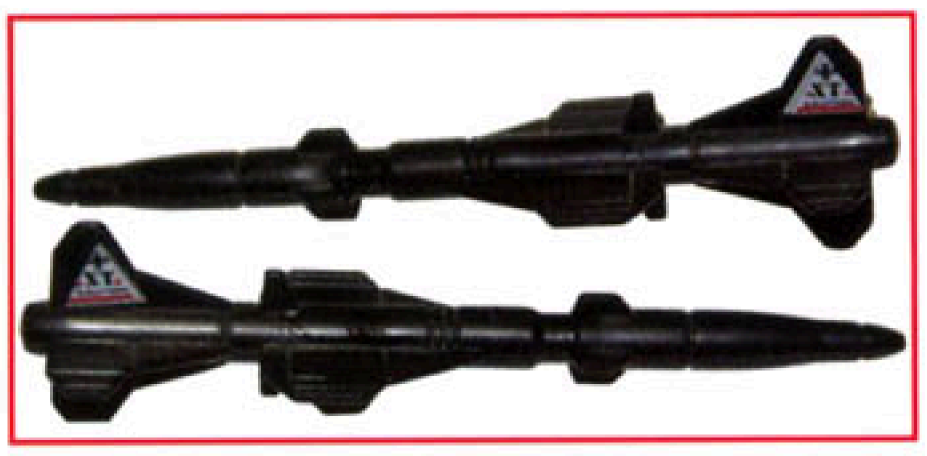




An unusual vehicle, Darklon's Evader sports a clam-shell styled canopy with windshield--a "Black Hood" ballistic defection shaped canopy/cockpit to allow for one driver (Darklon), supported by an ultra-wide stance puncture-resistance front tire, a 325hp dual turbocharger multi-fuel turbine, two (2) removable "Eliminator" canopy-mounted 9mm machine guns, two (2) "Pursurer" roof-mounted terminal-homing stinger-type missiles mounted on an infrared thermal imaging scanner radar/ missile rack, and finally--an auto-seal, self-inflating, ultra-wide stance rear low-ride tire.

The Evader's easily lost pieces are its two (2) missiles.

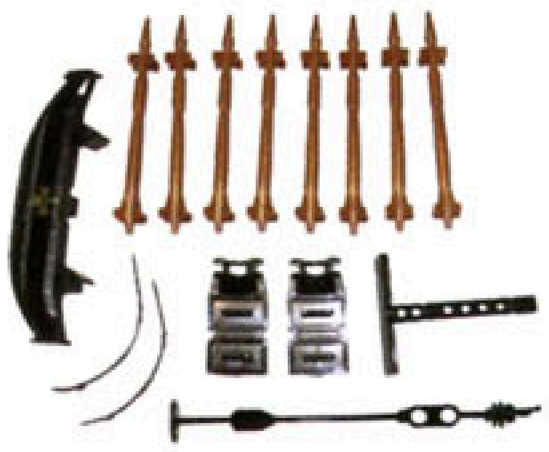
MISB: **$75-95**, MIB: **$14-18,** MLC: **$7-10**



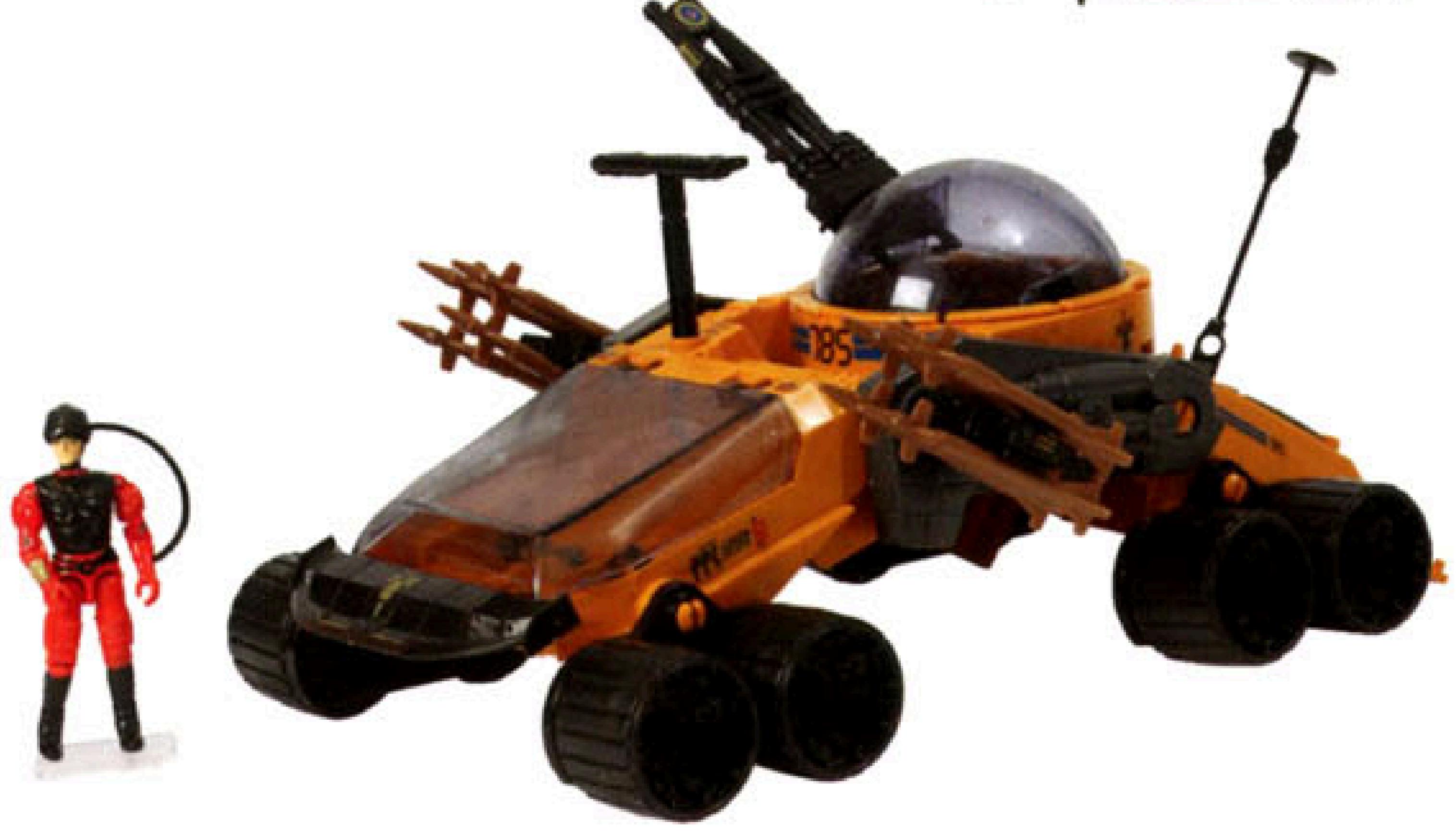
The Evader's easily lost pieces.

DESTRO'S RAZORBACK [IRON GRENADIERS]

(Includes: Wild Boar figure)



The Razorback's easily lost pieces.



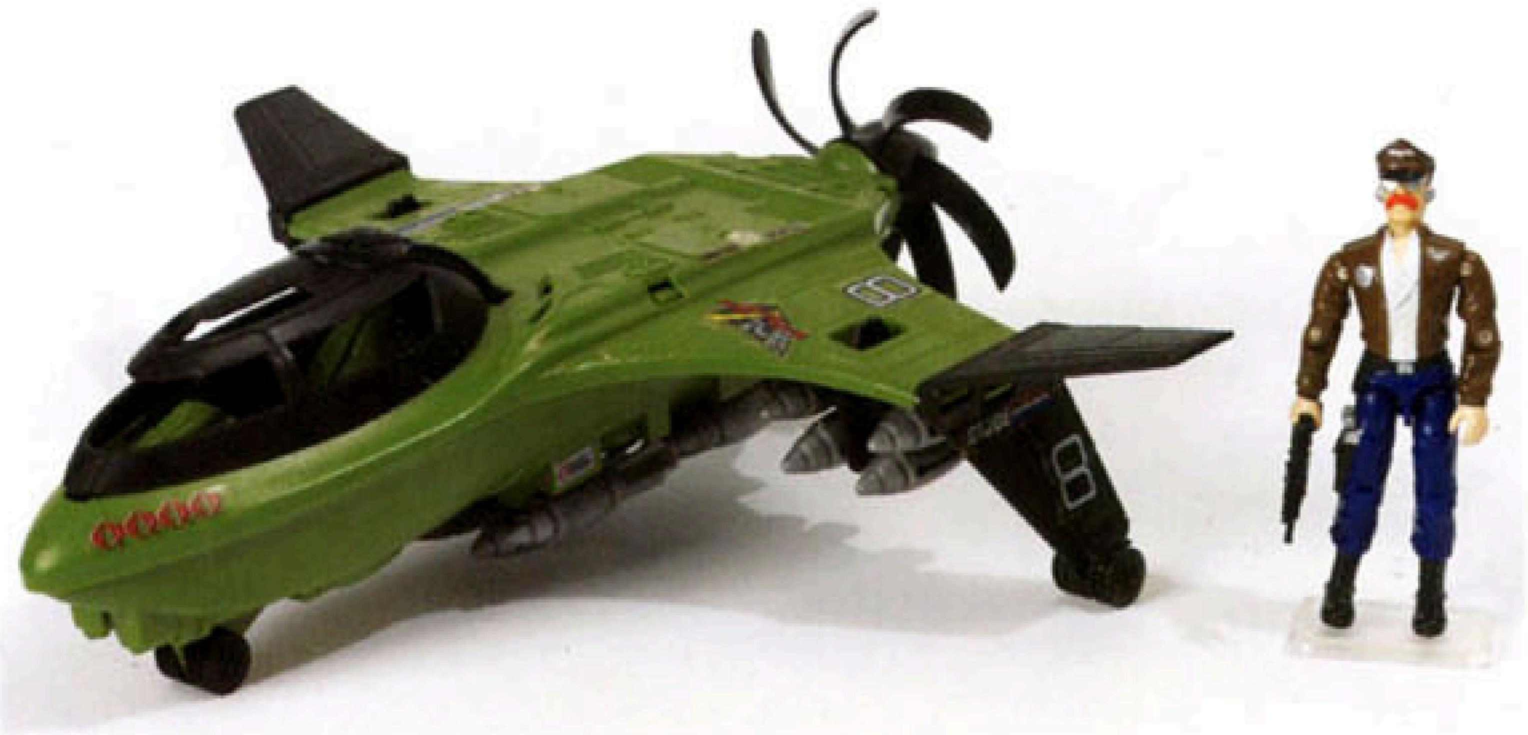
This vehicle, like Destro's Dominator (1990), has an adjustable battle mode that raises the Razorback for attack (a pivoting and elevating body ["positionable hydraulic attack elevation mechanism"]). With a high-powered antenna for long-range transmission/reception capability, a 360° pivoting all-directional shatter-resistant dome with pivoting gun chair and a 205mm dual-pulsating anti-armor/personnel cannon, a front bumper (extended front end with ultra-sensitive radar guidance), a rear personnel platform that holds four (4) Iron Grenadier soldiers (with added universal tow hook), eight (8) pivoting quad traction all-terrain track treads, an elevating radar bar (high resolution image intensification personnel I.D. system), a two-man cockpit with two (2) cockpit seat belts, eight (8) QVX-902 "Short-Blast" surface-to-surface strike missiles on two (2) positionable missile mounts, and heavy armor plating--the Razorback is armed to the teeth to fight the G.I. Joe Team or even Cobra Command.

The Razorback's easily lost pieces include the bumper, eight (8) missiles, two (2) missile racks, radar, antenna, and two (2) cockpit seat belts.

MISB: **$140-180**, MIB: **$35-42,** MLC: **$20-25**

MUDFIGHTER

(Includes: Dogfight figure)

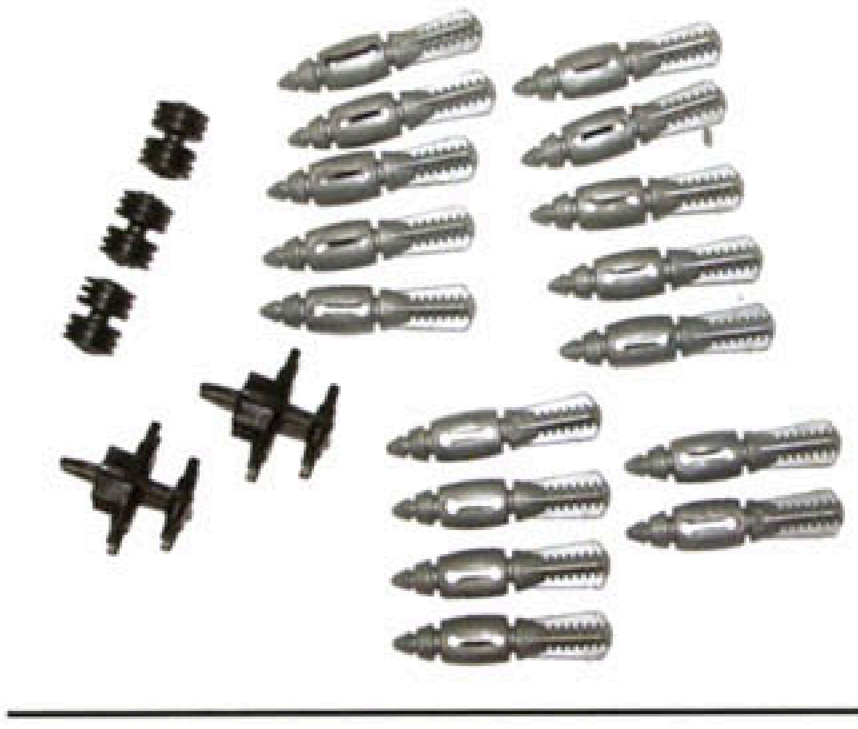


The G.I. Joe Team's Mudfighter was a powerful addition to the G.I. Joe air force with its sixteen (16) AS-99's (2000 lbs. of delayed detonation air-to-surface bombs) and a 100FW 1670 lbs. unducted ('propfan') propeller with both forward/reverse power modes, three (3) landing gear dumbbell wheels, two (2) detachable bomb racks (that can hold eight [8] AS-99 bombs each), underside notches to hold eight (8) more of the sixteen AS-99 bombs (although they're the same as the other eight AS-99's, these are described differently in the vehicle's blueprints as "M-7A 1500 lbs. cluster bombs with pre-contact detonation mechanisms"), an opening canopy/anti-laser puncture proof titanium shield, and a bomb release mechanism that drops the AS-99 bombs from the Mudfighter's racks.

As a final note, the Mudfighter was also included with the H.I.S.S. II (1989) in a rare and expensive exclusive vehicle two-pack along with both of the vehicle's drivers (Dogfight [1989] and Track Viper [1989]). This exclusive was retailed at not one, but two outlets—Benny's Stores and the BJ's Wholesale Club. Therefore, this special offer is often referred to as the "Benny's Exclusive Mudfighter/H.I.S.S. II" two-pack. Similar to the Target exclusive "Airborne Assault Parachute Pack" (see Hit & Run, 1988), the real value of this Benny's set is in MIB ($) or MISB ($$$) samples, as the vehicles and figures included within this two-pack are exactly the same toys as those offered individually on the secondary market. For further information--and a picture of--this deluxe set, see the entry for Cobra H.I.S.S. II (1989).

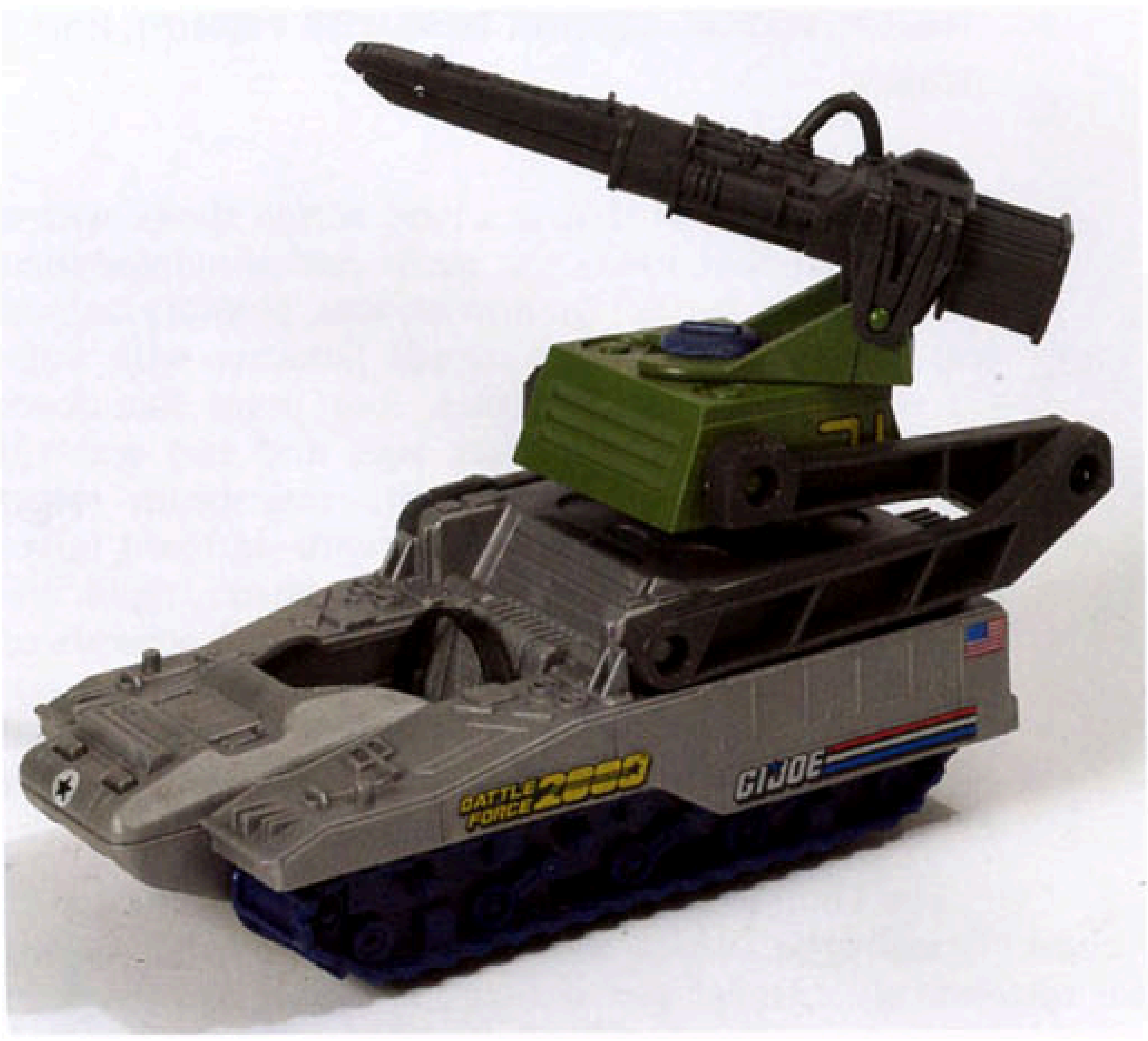
The Mudfighter's easily lost pieces include sixteen (16) AS-99 bombs, two (2) bomb racks, and three (3) small black wheels.

MISB: **$85-125**, MIB: **$18-25,** MLC: **$8-10** (Benny's two-pack exclusive with Cobra H.I.S.S. II) MISB: **$325-410**, MIB: **$85-125,** MLC: (see individual MLC entries)



The Mudfighter's easily lost pieces.

PULVERIZER [BATTLE FORCE 2000]



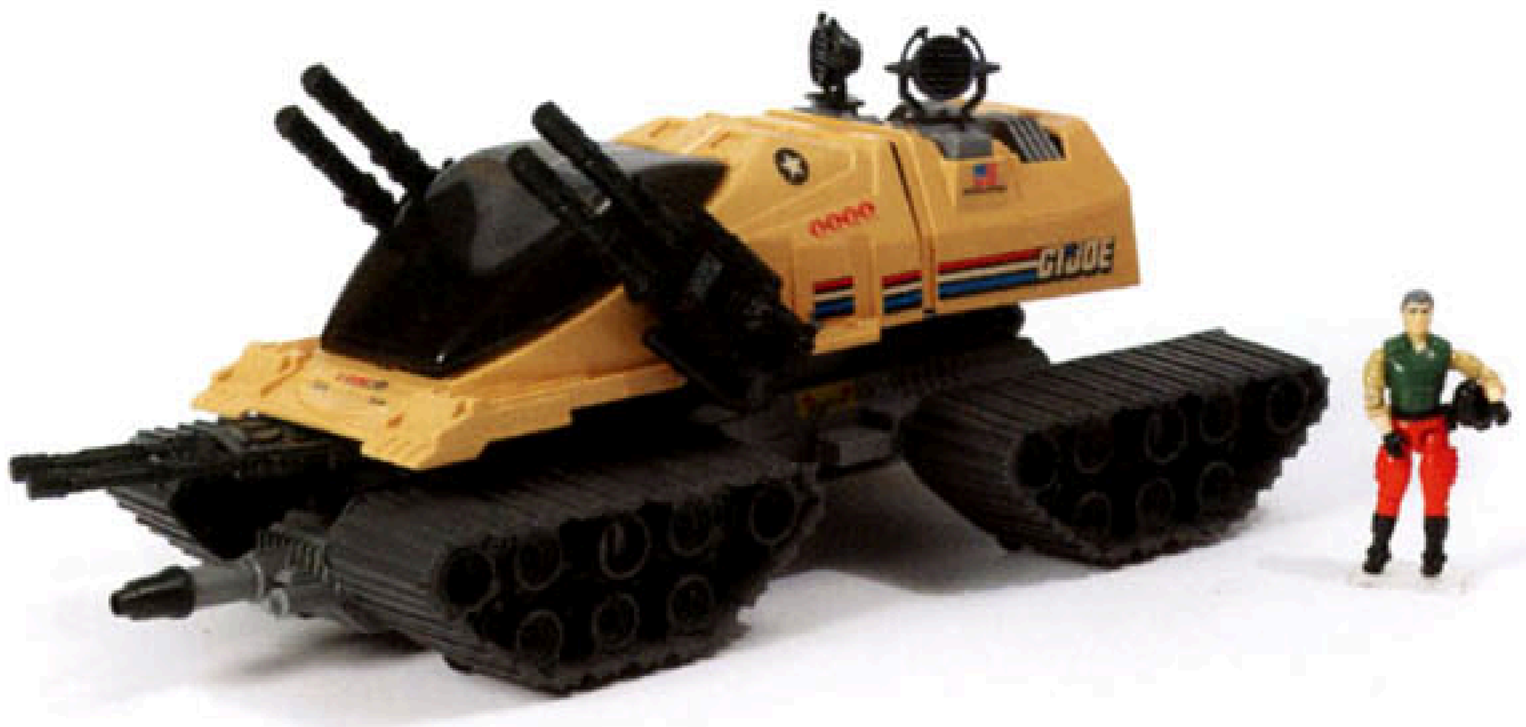
This vehicle's main feature is its "Pulverizer" rotational/variable height adjustment laser cannon mounted on composite fiber flexible HHR (High Heat Resistant) energy transport duct (the blue soft plastic extension on the toy), all supported by hardened-steel ribbed cannon support arms. With its 400hp water cooled V-6 diesel engine, a rear mounted support vehicle tow hook (to transport other G.I. Joe weapons systems), and hardened-steel dual rotating "Quick Turn" tank treads, the Pulverizer would be the final toy offered as an addition to the Battle Force 2000 Team.

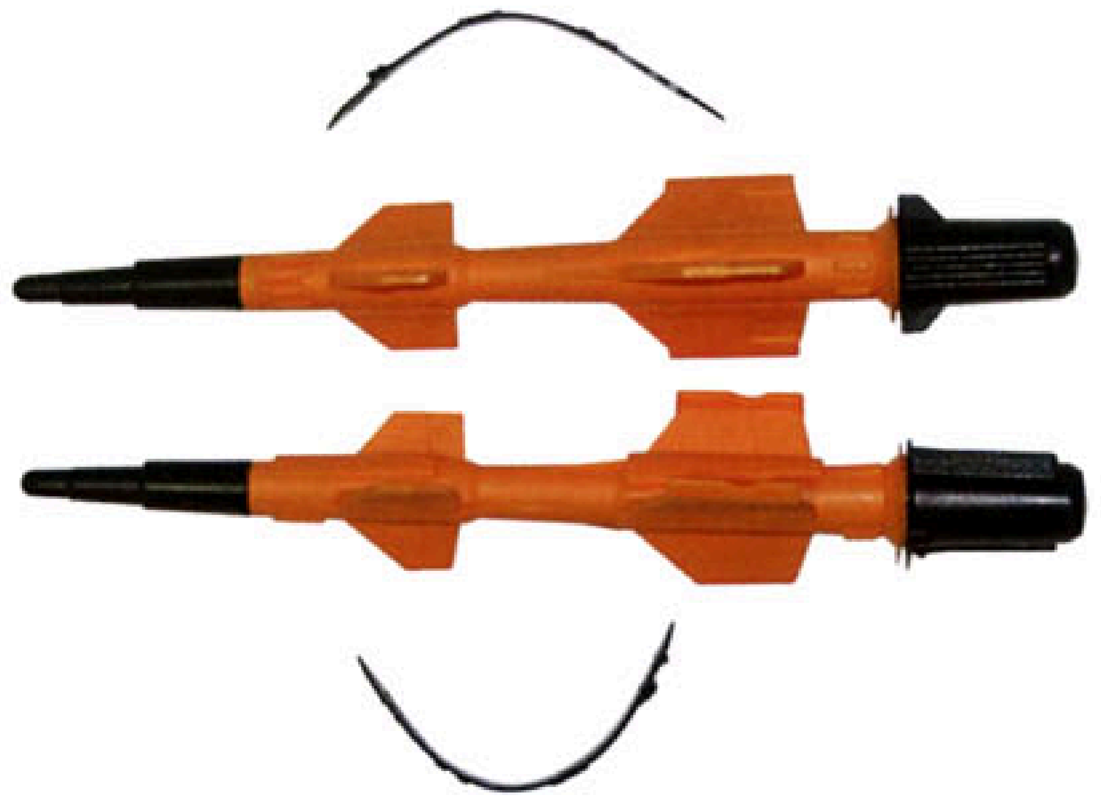
The only easily lost part of the Pulverizer was one small black seat belt.

MISB: **$45-55**, MIB: **$15-20,** MLC: **$5-7**

RAIDER

(Includes: Hot Seat figure)





The Raider's easily lost pieces.

The Raider is a vehicle that can separate into two disparate and effective parts for combat: A) a detachable front scout vehicle/scout craft with opening dome and front 44mm full-thrust target annihilator, mounted on two (2) track treads, and B) the main, missile-launching Raider vehicle with two (2) headlights/light beam magnifiers with atmospheric cooling transmission capability, two (2) needle-nose missiles mounted on an extendable missile rack (the aforementioned titanium reinforced support legs), a rotating body turret, two (2) high-mobility dura-steel enhanced all-terrain track treads, two (2) pop-out support legs (for the main vehicle's chassis when separated), a two-man cockpit (with two [2] seatbelts), two (2) elevating side guns--tactical infrared computer-controlled laser blasters (with hard-plastic hoses), and a pivoting dual-impact photon cannon with laser guidance system.

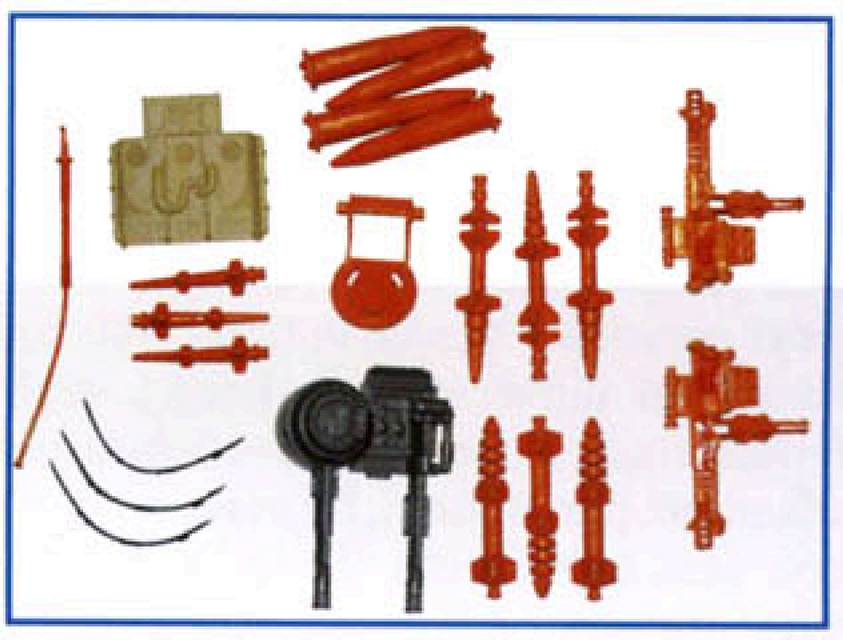
Easily lost pieces include two (2) needle-nosed missiles and two (2) seat belts.

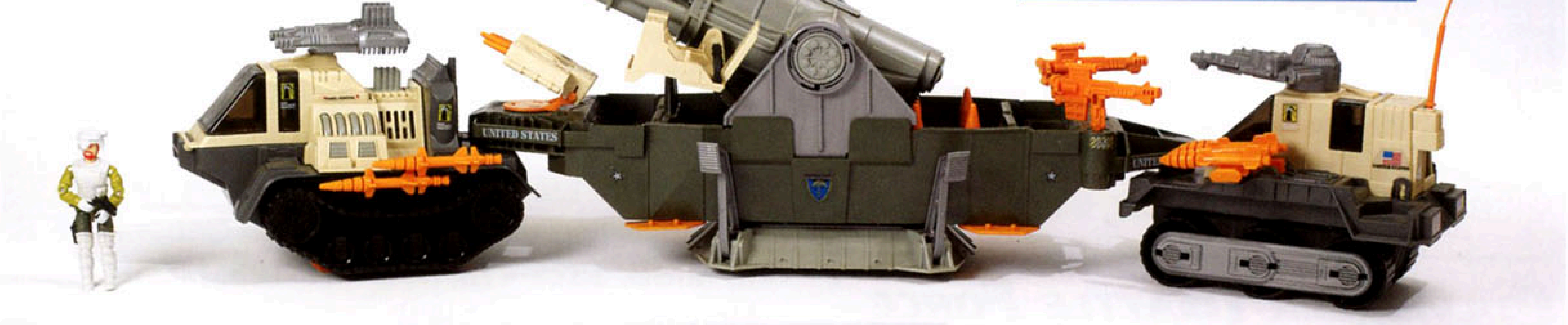
MISB: **$140-180**, MIB: **$28-36,** MLC: **$18-25**

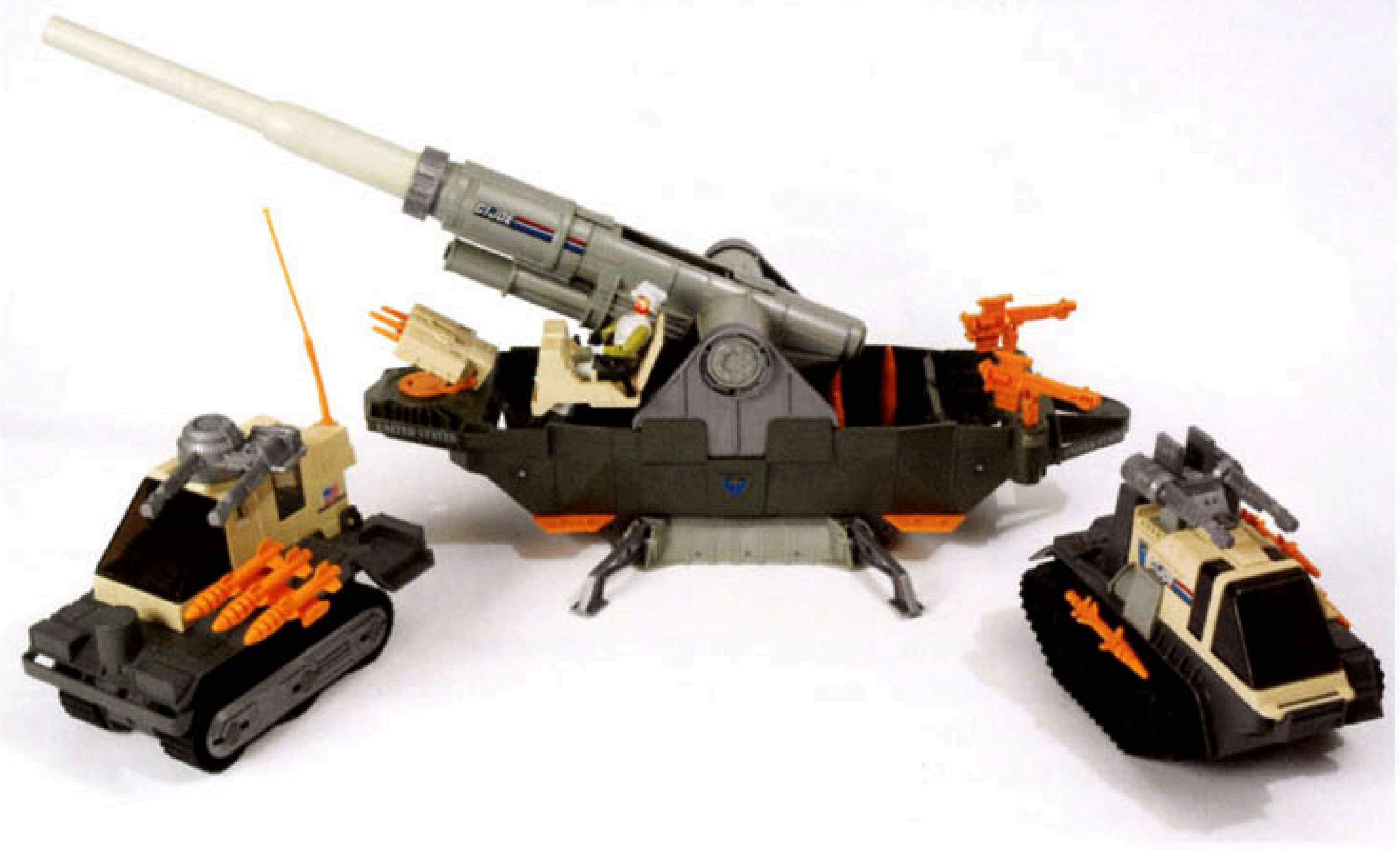
THUNDERCLAP

(Includes: Long Range figure)

The Thunderclap's easily lost pieces.







The Thundeclap's three component parts: tractor vehicle, cannon base with cannon, and trailer.

As three toys in one, the Thunderclap's special features and armaments were delineated on the toy's package back and blueprints as follows: A) tractor vehicle with--dual barreled, pulsating MG-999 assault weapon (roof-mounted), three (3) multi-directional surface-to-surface low-attack missiles, engine cover, and an opening cab cover for its one-man personnel cockpit with seat belt; B) cannon base (geometrically proportioned launch platform stabilizer base) with--removable, multi-extendable high-powered battlefield "Annihilator" cannon (featuring an ammo chamber that can load ammo shells, with a mechanism that holds the shells and simulates their actual firing), two (2) cannon mounts, pivoting cannon seat, a thermal-protected missile launcher with three (3) surface-to-surface missiles, four point fold-down titanium reinforced stabilizer legs, and two rear (2) 70mm rotary mini-cannons with laser-beam target location, and a C) trailer vehicle with--infrared target acquisition range projector, a single-barrel, rapid fire, computer controlled blaster cannon (with synchronized digital tracking and revolving turret), a communications antenna, two (2) figure platforms, a one-man personnel cab, and four (4) surface-to-surface delayed detonation ZPJ-79 cruise missiles on a moving missile mount.

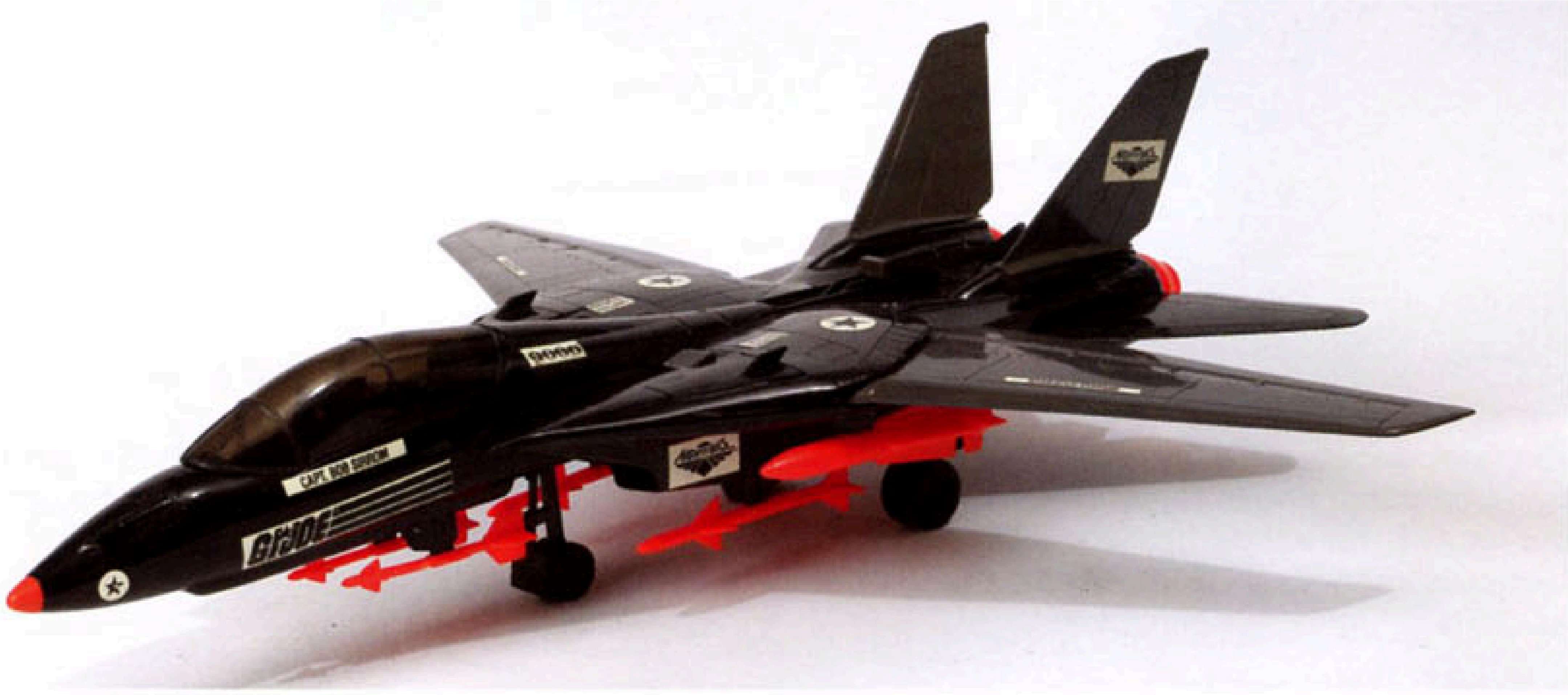
The Thunderclap's easily lost pieces are delineated as follows: seven (7) seat belts, engine cover, silver tractor cannon, four (4) tractor missiles, silver trailer gun, yellow missile mount, three (3) yellow mounted missiles, yellow antenna, four (4) stabilizer legs, five (5) ammo/cannon shells, three (3) yellow cannon missiles, seven (7) seat belts, and a yellow rear gun.

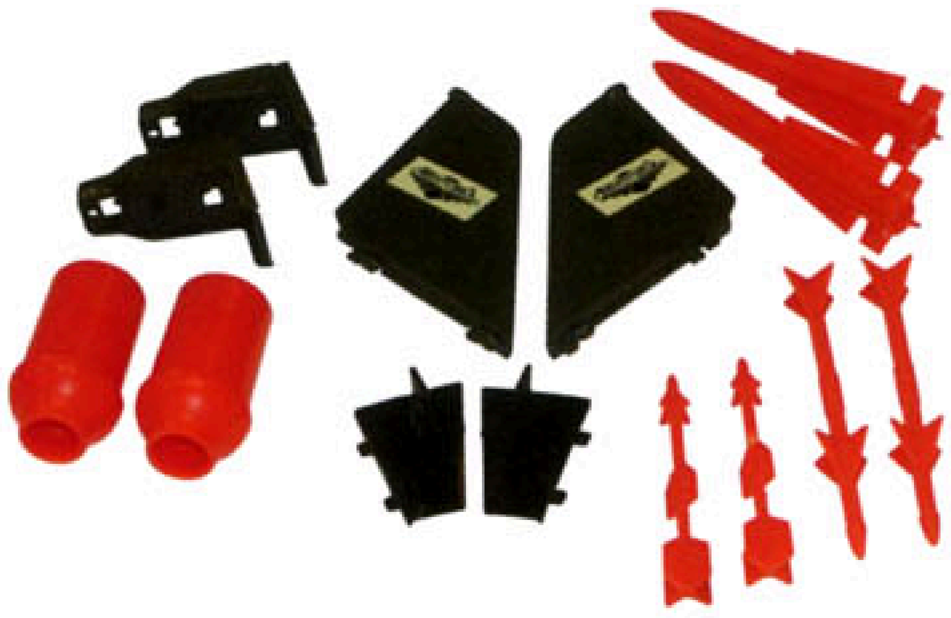
MISB: **$175-225**, MIB: **$60-70,** MLC: **$30-35**

Night Force

Night Force vehicles are extremely rare and great care should be taken with MISB ($$$) and MIB ($$) samples. Even loose samples of the larger, harder-to-complete vehicles sell for quite a bit of money ($$), as casual fans and collectors alike understand that these pieces are hard to find. Collectors should be made aware that *none* of these vehicles included a driver or pilot. For more on the Night Force sub-team, see their figure and vehicle entries in Series VII, 1988.

NIGHT BOOMER





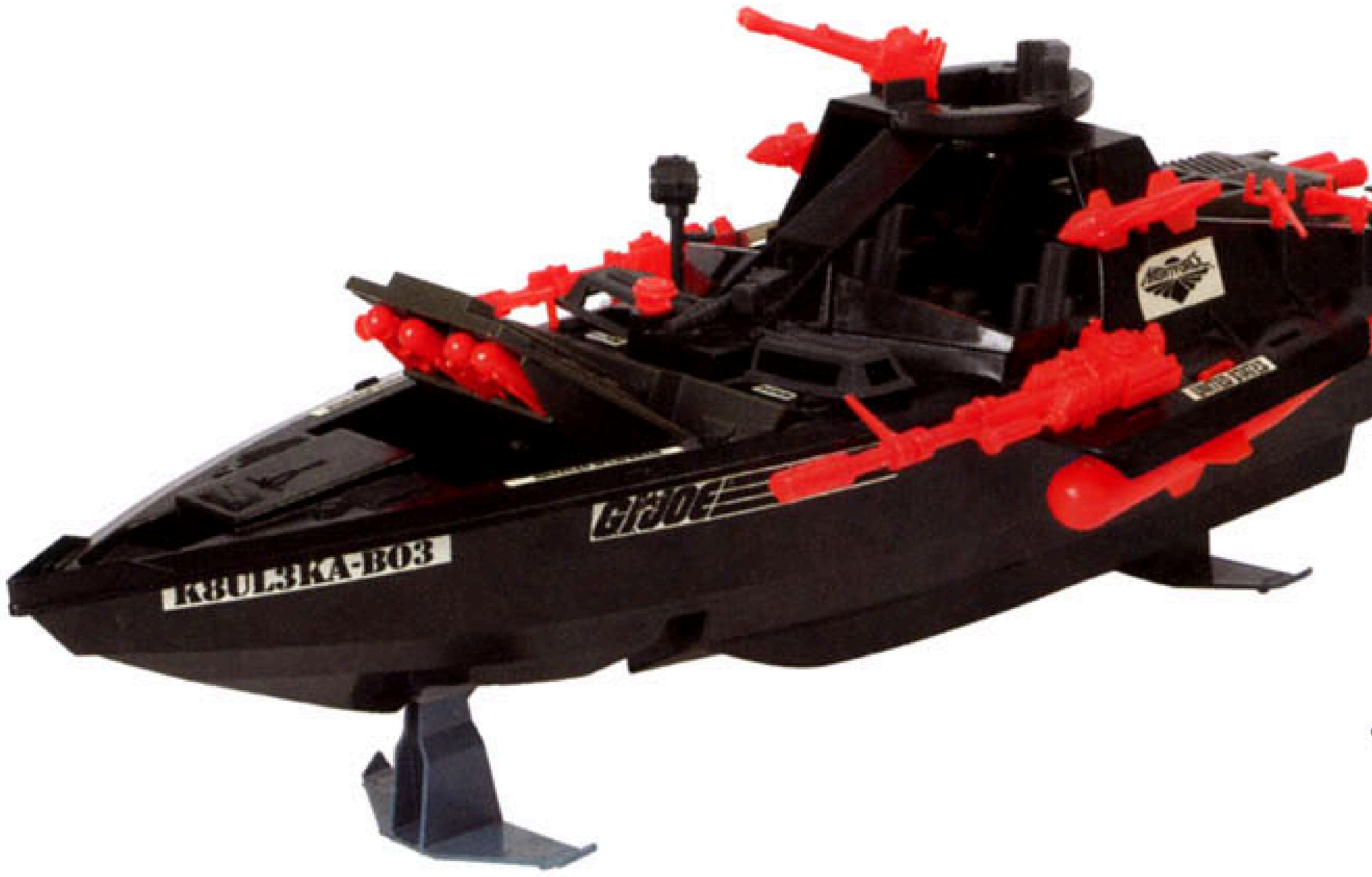
The Night Boomer's easily lost pieces.

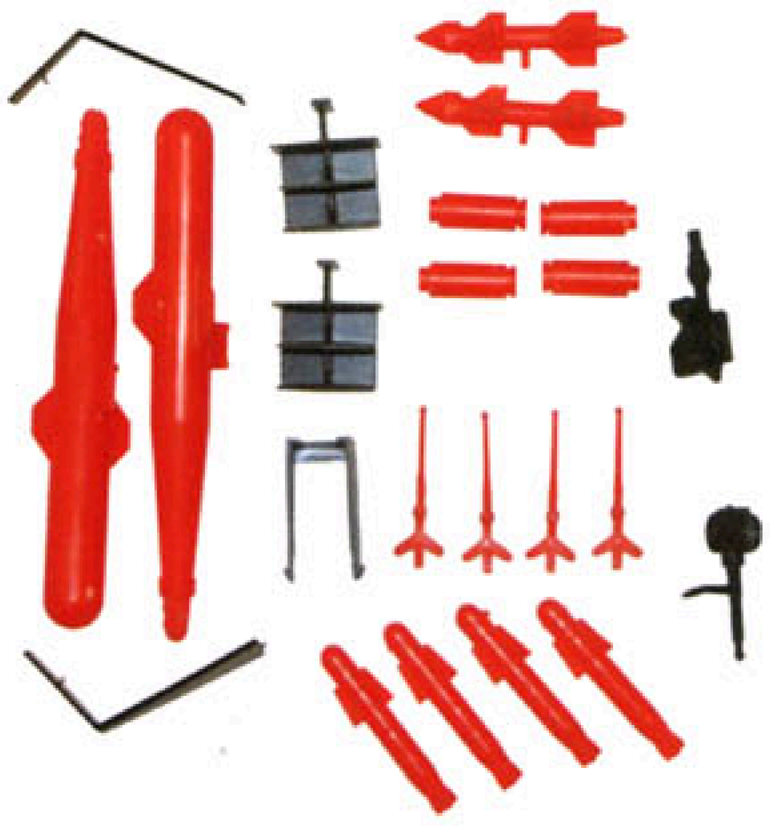
The Night Force Night Boomer shares the same design as the 1983 Combat Jet Skystriker and possesses the same easily lost pieces, except that the Night Boomer did not come with parachutes. This vehicle is considered (along with the Night Ray [1989] and Night Striker [1988]) one of the most difficult vehicles to find in the entire line, whether MISB ($$$), MIB ($$), or mint, loose, complete ($$). With a slide lever collectors can move forward to raise its wheels and sweep its wings back (and conversely, to move backward and lower the wheels and sweep out the wings), a 23" wing span in the Night Boomer's "open" position, two (2) removable engines, two (2) removable cockpit seats, a soft-plastic nosecone (S.A.D. [Strategic Air Defense] outward radar system), an anti-blast silicone reinforced opening and closing two-man canopy, two (2) removable electronically operated upper engine access panels to protect the vehicle's hydraulics, six (6) missiles, the Night Boomer is an excellent night-fighter jet that adds punch to the G.I. Joe Team's air force.

The Night Force Night Boomer's easily lost pieces include six (6) red missiles, two (2) removable engines, two (2) rear rudders, two (2) fuselage covers, and two (2) cockpit seats.

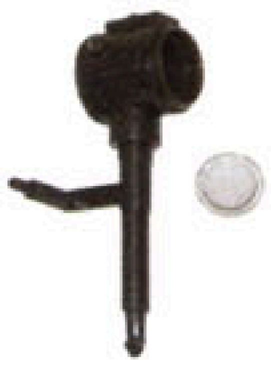
MISB: **$375-525+**, MIB: **$215-240+,** MLC: **$140-175**

NIGHT RAY





The Night Ray's easily lost pieces.



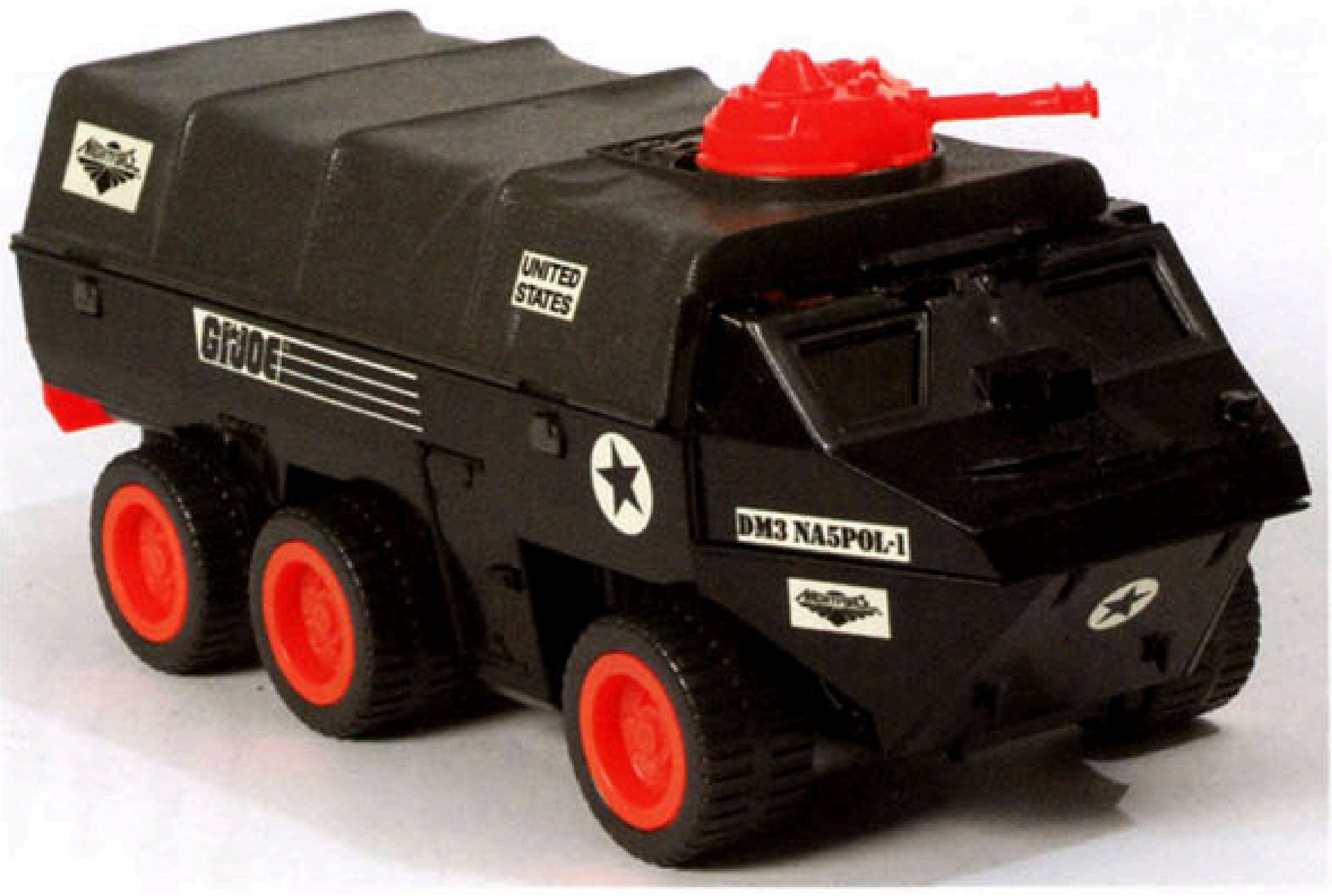
The Night Ray's hard-to-find search light and impossible-to-find lens.

The G.I. Joe Team's Night Force Night Ray shares the same design as the 1985 Cobra Hydrofoil. The Night Ray hydrofoil has the following action features: a rotating turret with a rapid-fire 23mm synchronized twin-barrel cannon, four (4) smaller lateral .30 caliber swiveling machine guns, four (4) operating 75 lb. 9-inch depth charger canisters with two (2) depth charge launchers, a push-button activated hidden missile rack & deflector shield (with four [4] smaller missiles [HE-07A air-to-ground low flight missiles), two (2) opening personnel hatches, two (2) side-mounted port/starboard shore-assault 50mm cannons, a co-pilot operated remote halogen spotlight (with lens), a working hydrofoil, a hood-mounted remote-targeting pilot-operated 19mm machine gun, two (2) angular-launch surface swimming torpedoes, and the capacity to carry up to eleven (11) G.I. Joe Team members.

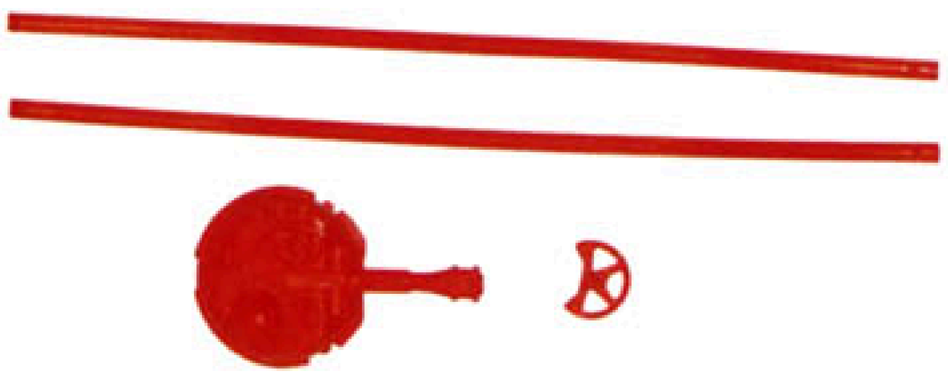
The Night Force Night Ray has a long list of easily lost and rare pieces: a search light with lens (this piece is rarely, if ever, found with loose, complete Night Rays), four (4) small yellow missiles, two (2) gray (side-mounted) missiles, two (2) large torpedoes, two (2) personnel hatches, windshield gun, four (4) depth charges, two (2) depth charge holders, engine cover, four (4) M-30 machine guns, and two (2) small windshields.

MISB: **$310-475+**, MIB: **$175-195+**, MLC: **$125-160**

NIGHT SCRAMBLER



Detailed picture of the Night Scrambler's inside compartment.



The Night Scrambler's easily lost pieces.

The Night Force Night Scrambler shares the same design as the Series II APC (1983), and as a Armored Personnel Carrier, this Night Force vehicle has the following action features: a removable camouflaged (faux) canvas personnel cover, a retractable carry handle/telescoping bumper (when the toy is being used as a carrying case for G.I. Joe action figures), a flip-down control cab with shell proof tinted butyrate portholes (windows), a swiveling 50mm single fire auto-control cannon, six (6) free-rolling off-road flotation tires on modular alloy wheels, and room to accommodate a maximum of 28 action figures.

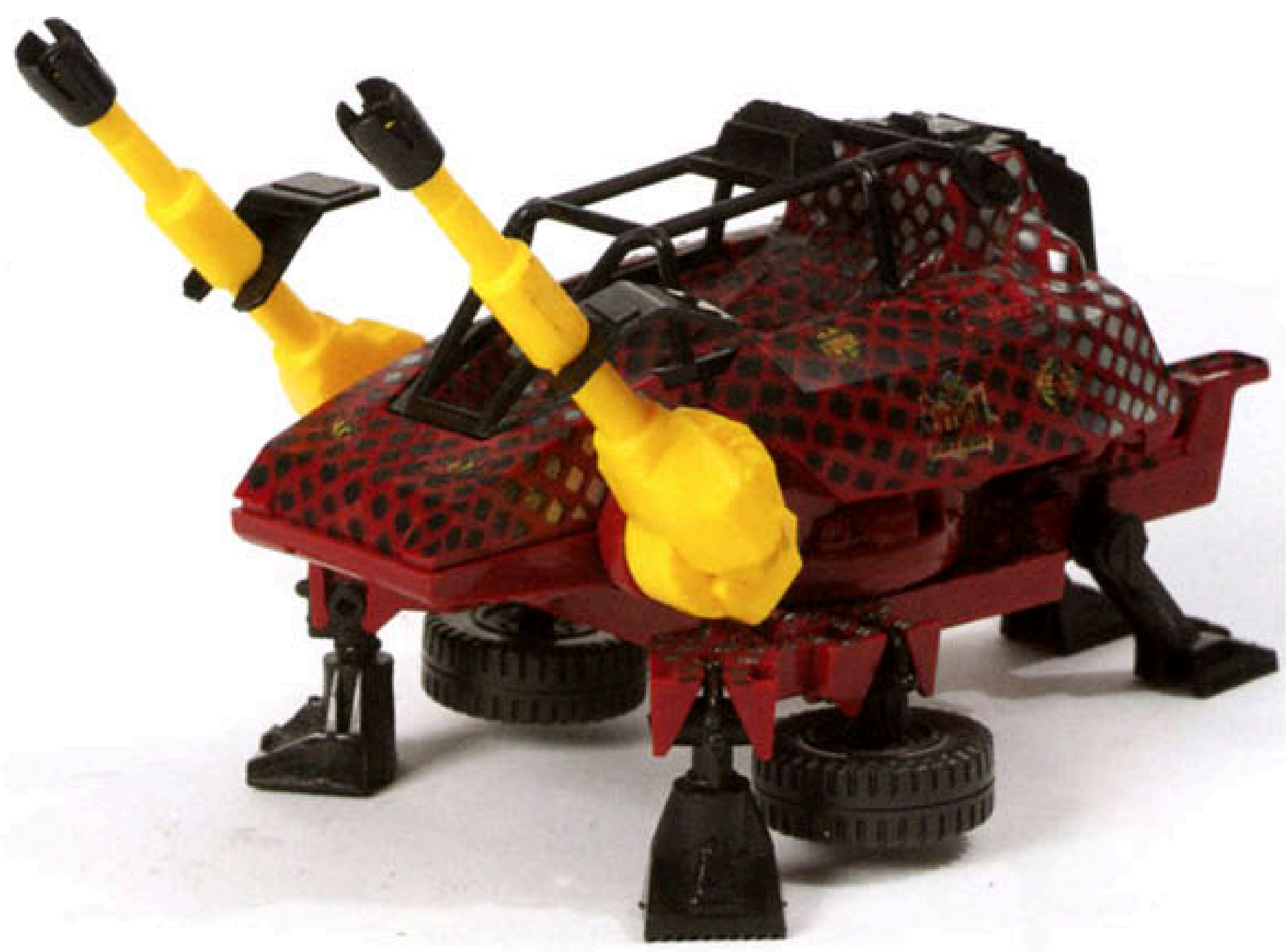
The Night Scrambler's easily lost pieces are its two (2) long seat belts.

MISB: **$165-245+**, MIB: **$65-80,** MLC: **$40-55**

Python Patrol

From the vehicle's package backs, "The Python Patrol is Cobra's answer to Tiger Force! Using state-of-the-art technology and sleek combat color schemes, Cobra has refurbished and redecorated battled-scarred vehicles for sophisticated counter-strikes against G.I. Joe! Each vehicle is designed with 'snake skin' camouflage, for surprise attacks behind enemy lines."

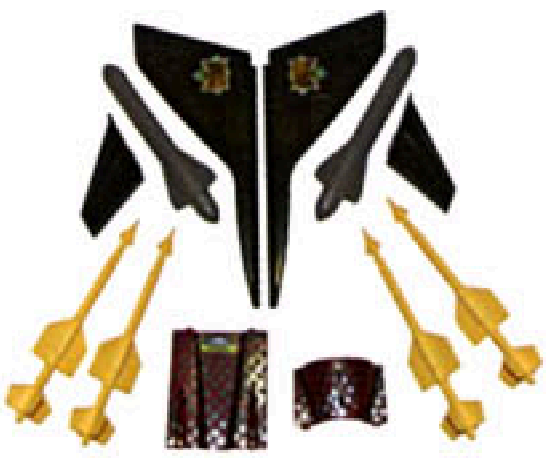
PYTHON ASP



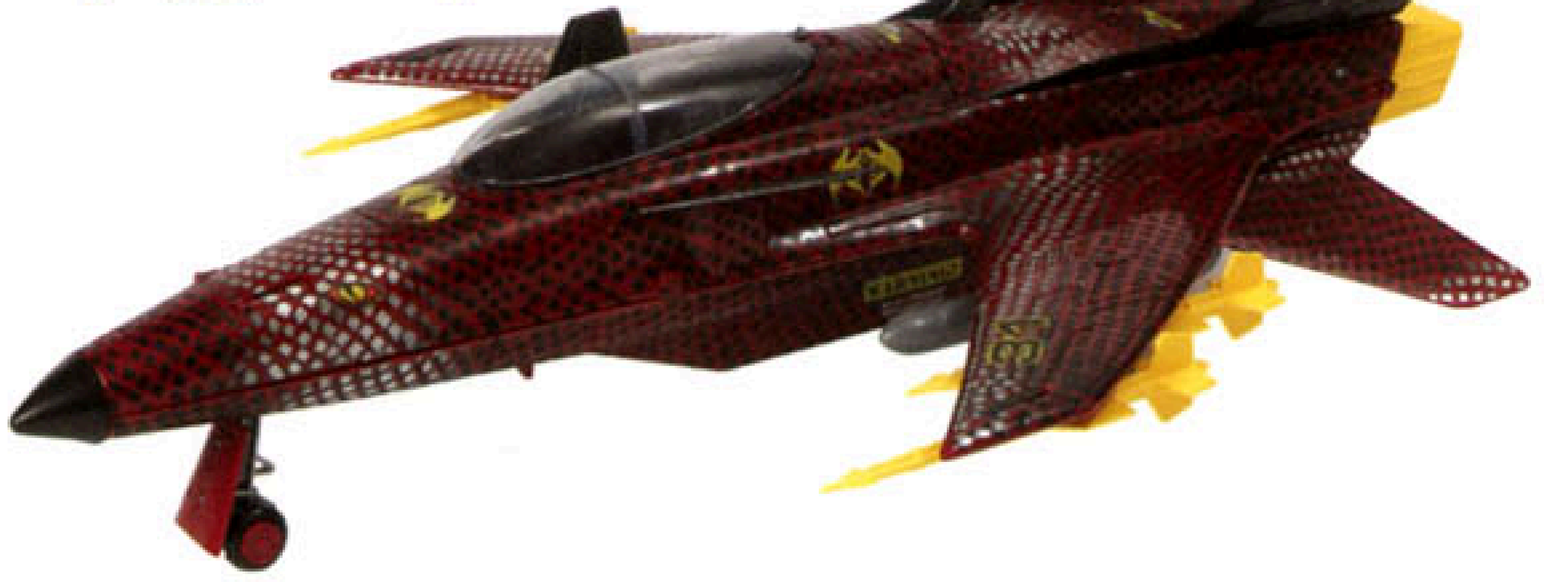
The Python Patrol ASP (Assault System Pod) shares the same design as the Cobra A.S.P. (1984). The Python ASP's special features are as follows: an multi-joint reinforced opening tubular cockpit cage, a cockpit that rotates 360° and elevates 90° for Cobra gunner access, positionable and retractable front stabilizing legs/pads, a removable primary engine ventilation port (engine cover), two (2) re-fitted 50mm "Enforcer" synchronized dual cannons, and the ability to be towed by all Cobra vehicles equipped with a tow hook. The Python ASP's easily lost pieces include two (2) shell-proof deflector shields, and one generator cover, similar to the original Cobra A.S.P.

MISB: **$55-70**, MIB: **$22-26**, MLC: **$15-18**

PYTHON CONQUEST



The Python Conquest's easily lost pieces.

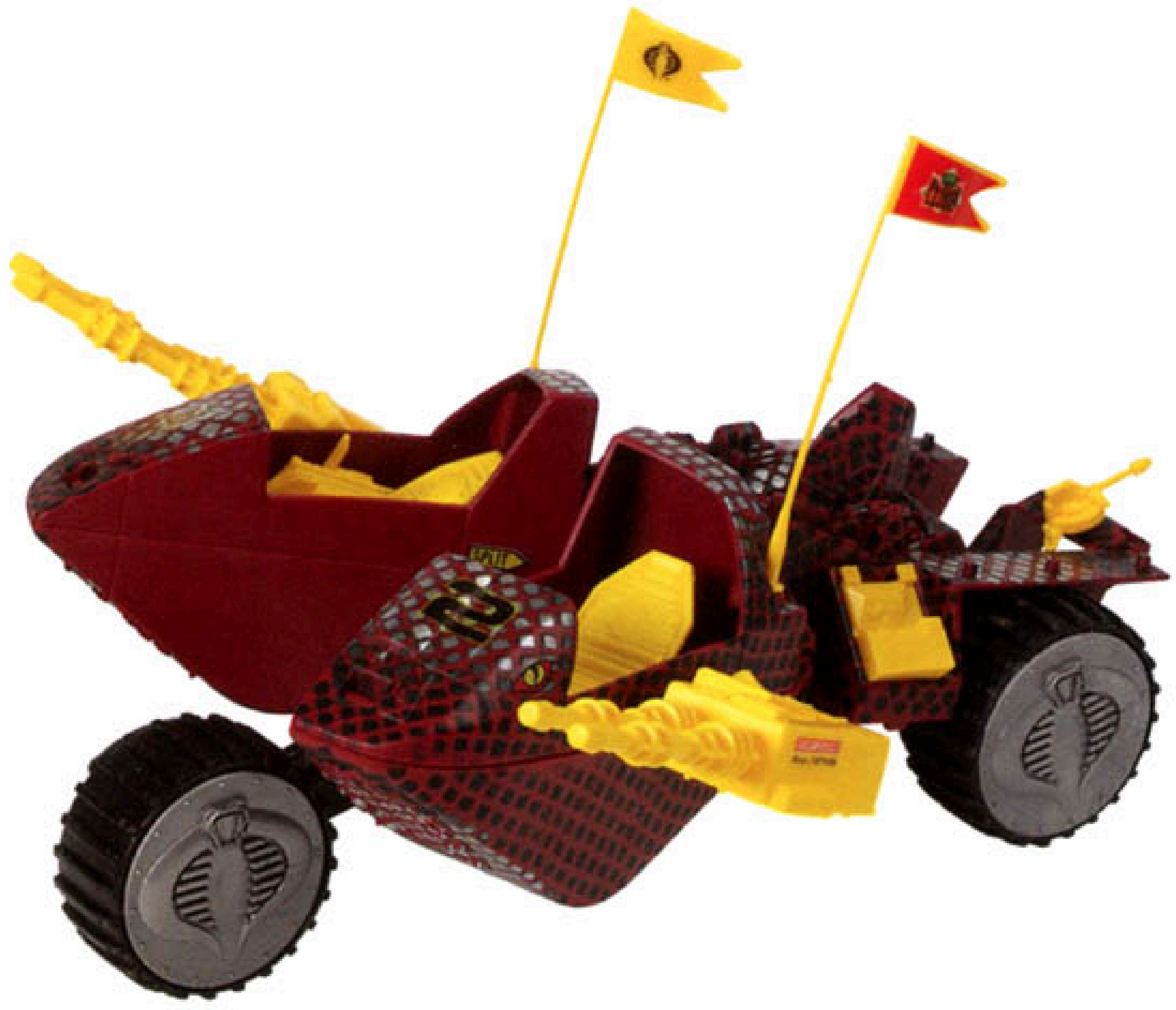


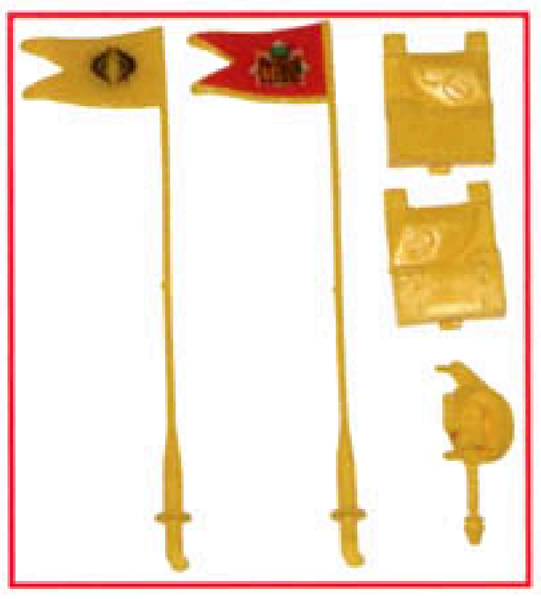
The Cobra Python Conquest shares the same design as the G.I. Joe Conquest X-30 (1986). With a removable engine cover and hydraulic hatch, a "Flared Hood" reconditioned snake skin pilot seat, an advanced forward-swept wing design (comprised of layered epoxy/honeycomb construction), struts and gear wheels that rotate (with retracting front and rear landing gear), four (4) removable missiles (AIM-12 re-tipped "Light Sparrow" air-to-air missiles), two (2) removable drop tanks (MK. 3 "Spike" IRGB drop tanks), an opening canopy that seats one pilot (in the plane's "Flared Hood" reconditioned snake skin pilot seat), and twin "Lift Off" 26M lb. thrust turbofan engines, a "Snake Eye" HUD (Heads Up Display) laser guidance system, the Python Patrol Conquest is an excellent tactical fighter--particularly when equipped with Cobra's "Pythonization Process."

The Python Conquest's easily lost pieces include its two (2) small wings, two (2) large wings, four (4) sparrow missiles, two (2) drop tanks, an underside tail panel, and its hydraulic cover.

MISB: **$85-135**, MIB: **$30-35,** MLC: **$20-25**

PYTHON STUN





The Python STUN's easily lost pieces.

The Python STUN shares the same design as the Cobra STUN (1986). With the ability to carry up to eleven (11) figures on its munitions storage/personnel transportation area, a pivoting "Recoil" circular magazine 7.62mm rear-mounted machine gun, three (3) free-rolling all-terrain puncture-proof tires with PP-107 side-protection battle armor wheel shields, two (2) elevating seat guns (converted "Constrictor" twin rotating laser cannons), two (2) reinforced nylon twin Python Patrol victory flags, two (2) concealed and protected poly-sac fuel cels with hatch covers, and two (2) separating "Camo Scale" covered battle body shells/forward battle pods (with fire control/driver command operations cockpit[s]) that split and pivot into any firing position, the Python STUN is the only ground vehicle available for Cobra's Python Patrol sub-team.

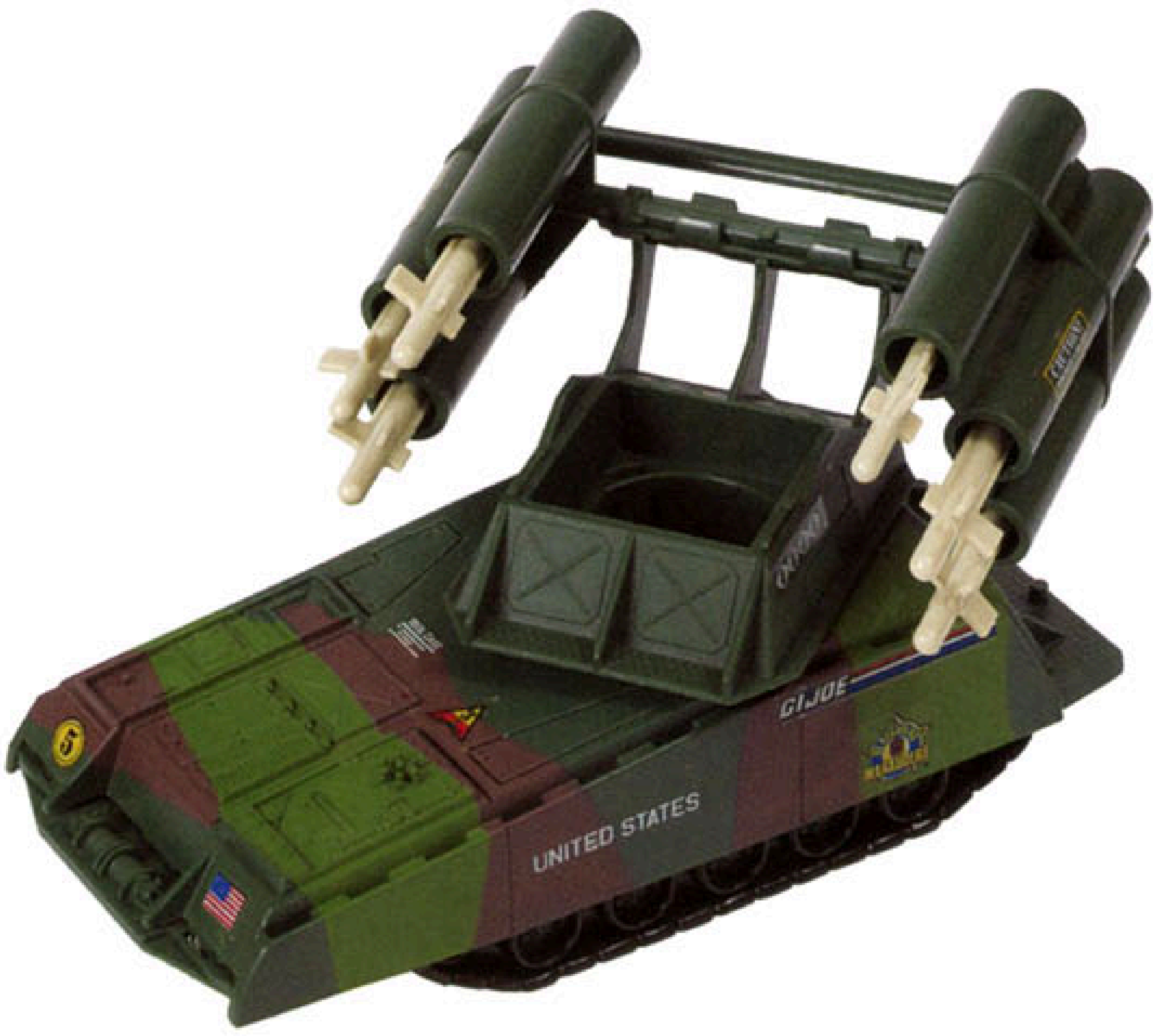
The Python STUN's easily lost pieces include two (2) engine covers, two (2) flags, and a rear-mounted machine gun.

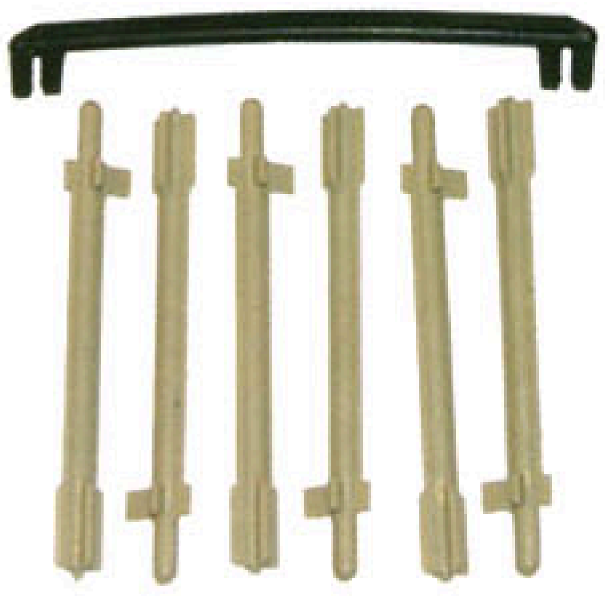
MISB: **$85-135**, MIB: **$30-35,** MLC: **$20-25** (with unbroken flags)

Slaughter's Marauders

From the package back, the Slaughter's Marauders vehicles are "...a highly specialized, fast attack, ground assault unit that strikes the first blow for G.I. Joe against Cobra's forces of evil! [Their] heavily armored tanks serve as the spearhead in G.I. Joe's frontal assault against Cobra and the Iron Grenadiers [1988, 1989]! Each ground-rumbling vehicle specializes in infiltrating and annihilating fortified garrisons and strongholds! Three-color camouflage design enables them to successfully blend into a woodland or jungle environment when conducting offensive maneuvers behind enemy lines!"

(SLAUGHTER'S MARAUDERS) ARMADILLO





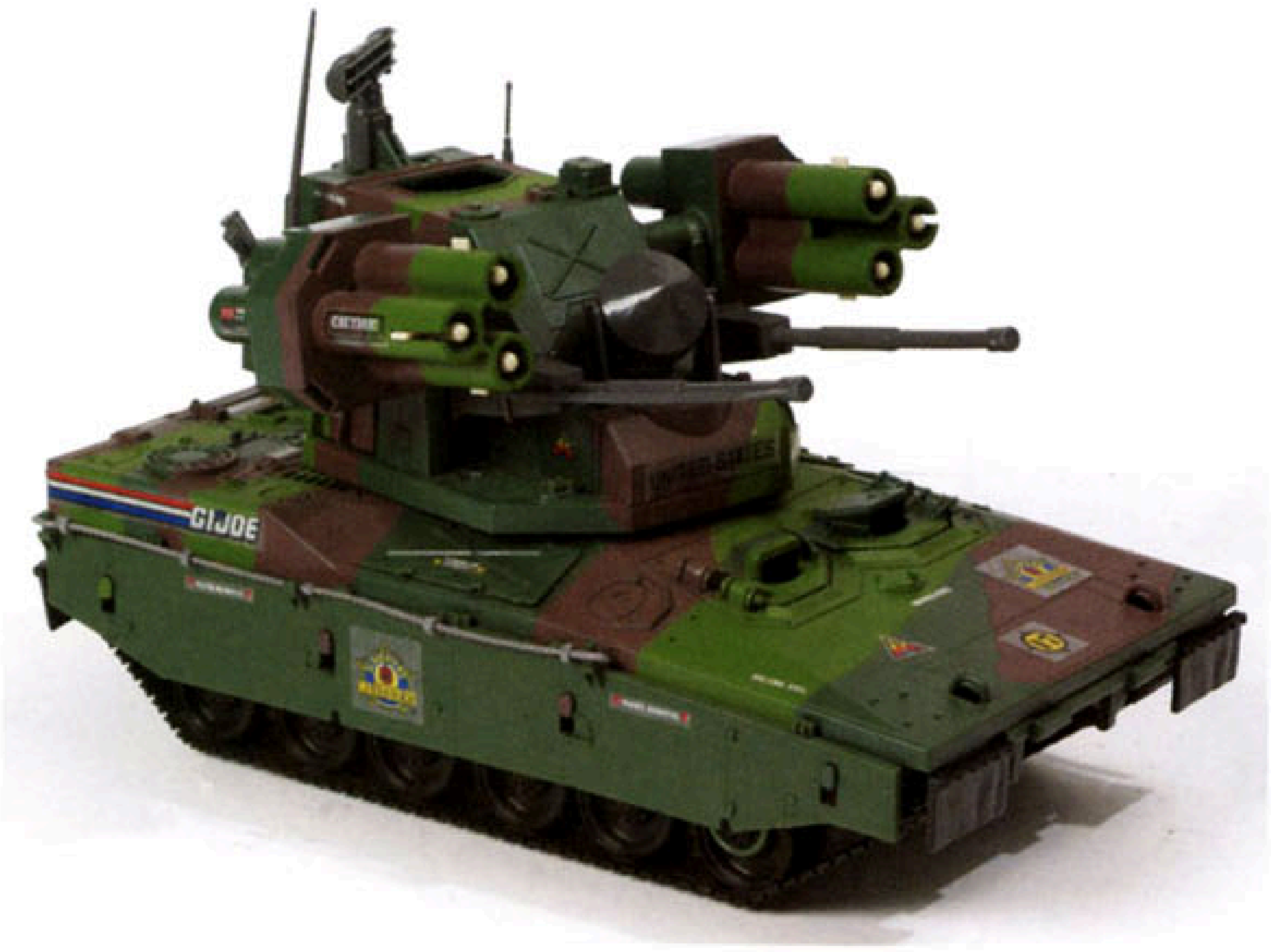
The Armadillo's easily lost pieces.

The Slaughter's Marauders Armadillo is based on the designs of the 1985 Armadillo Mini-Tank, yet has the following action features: a newly-attached electron powered pivoting LA-44 missile launcher, two (2) plastic connector fames for the LA-44 missile launcher ("launch stabilizers"), and six (6) high-impact XXX-010 surface-to-surface/surface-to-air missiles, earth-churning all-weather blast-proof track treads, a and a multi-directional launch control command turret.

The Armadillo's easily lost pieces include six (6) missiles and the two (2) missile launcher stabilizers.

MISB: **$50-65**, MIB: **$20-24,** MLC: **$12-17**

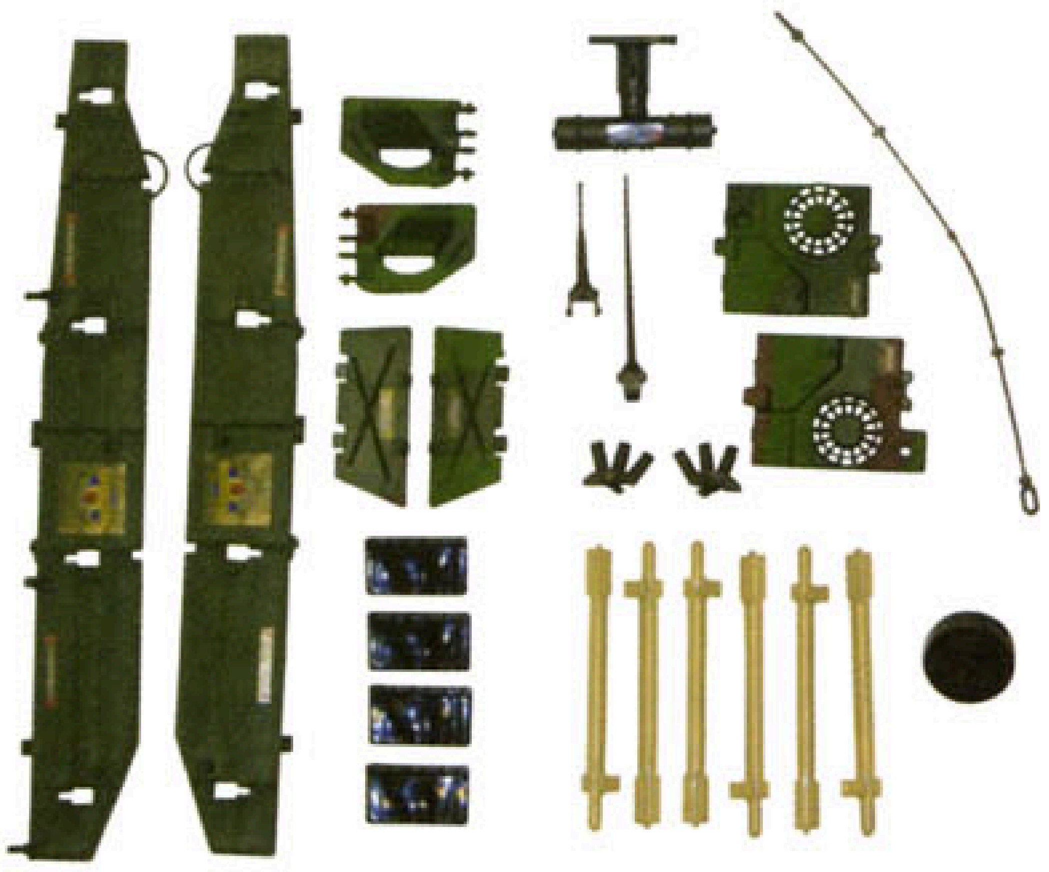
(SLAUGHTER'S MARAUDERS) EQUALIZER



The Slaughter's Marauders Equalizer is based on the designs of the Mauler M.B.T. (1985) but is not a motorized toy. Instead of motorization, Hasbro added extra armaments and features, including an early-warning heat-sensitive flip-up radar dish with sonic boosters, two (2) antennae (1] a shorter, stouter "intercontinental transmissions antenna with anti-static actuator"; 2] a longer, thinner "long-range telecommunications atmospheric antenna"), dual missile launchers (pivoting launch system for simultaneous launch operations) with six (6) low-noise high-effect surface-to-air missiles, dual-pulsating M-80A anti-lock machine guns, two (2) laser projected grenade launchers with tractor beam target locators (similar to the Mauler's grenade launchers), a computer-enhanced robotically operated infrared identification light, a level-drag vehicle transportation tow hook cable (the vehicle's fragile tow cable), and two (2) reinforced electro-plated drag hooks (the two notches on the Equalizer's hood).

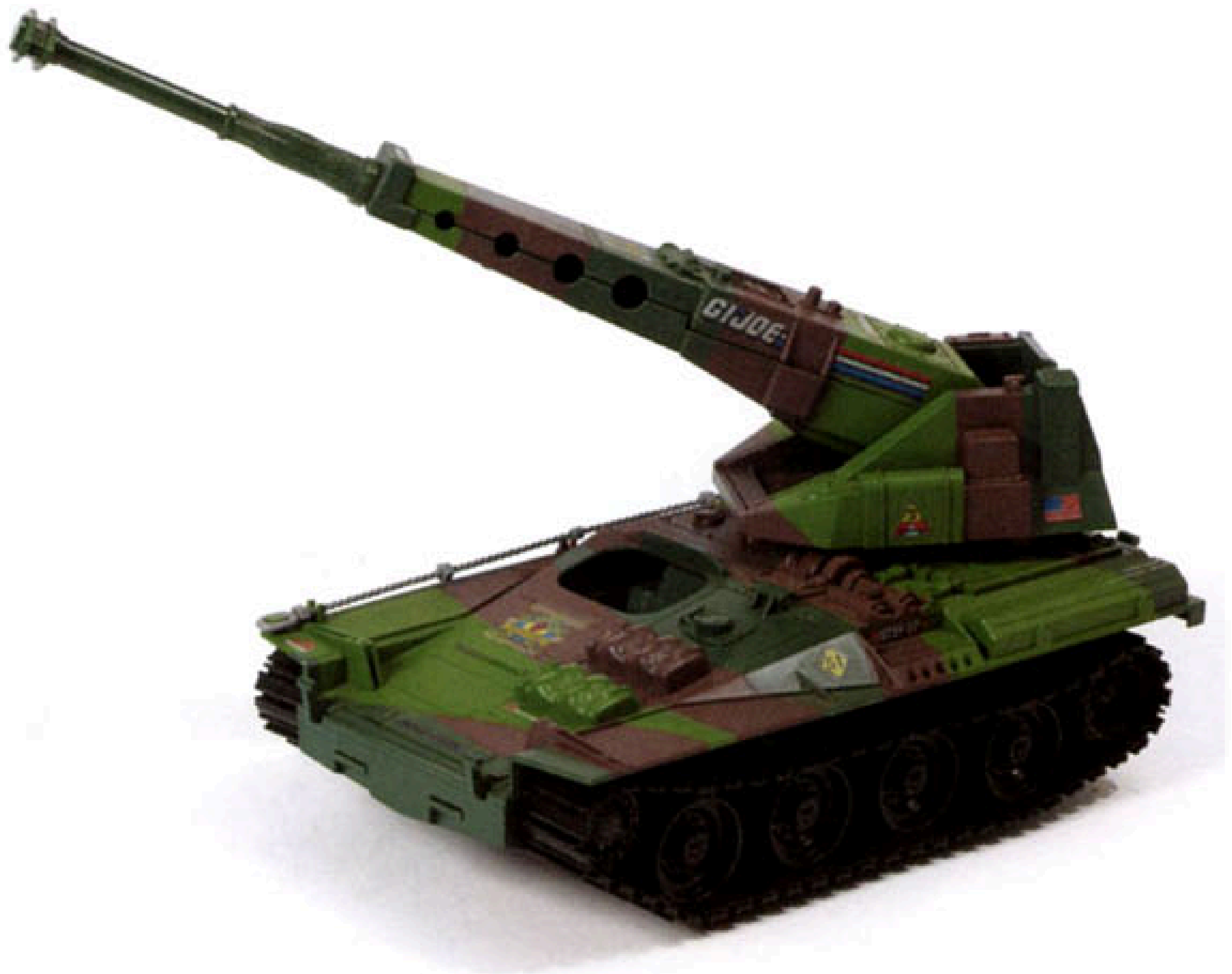
The Equalizer's easily lost pieces includes the following: two (2) hatch covers, two (2) storage bin covers, two (2) engine covers, a tow cable, four (4) mud flaps, a transmissions antenna, a telecommunications, two (2) smoke grenade attachments, one front-mounted radar dish, one flip-up infrared identification light, and six (6) SAR missiles.

MISB: **$95-125+**, MIB: **$30-35,** MLC: **$25-30**



The Equalizer's easily lost pieces.

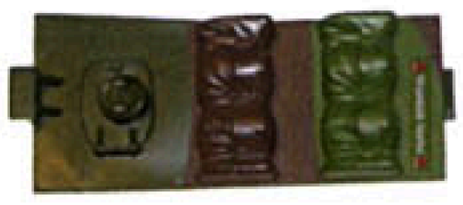
(SLAUGHTER'S MARAUDERS) LYNX



The Slaughter's Marauders Lynx is based on the designs of the Series II Wolverine (1983). Although it does not have the missile launchers the Wolverine possesses, it does come with the tracked vehicle's engine cover ("armaments' bay cannon loading station") and tow cable ("high-tension, steel-reinforced rescue cable"). However, the Lynx's main offense is a 203mm, high-velocity, laser-guided, pressurized cannon mounted on a 360° positionable, attack-resistant cannon turret, similar in design (but not specifications) to the main cannon attached to the Mauler M.B.T. (1985). The vehicle's other accoutrements are designated as follows: rear-mounted stationary personnel implacements [sic] for fast mobilization (of G.I. Joe troopers), a single-manned personnel driver/armaments' launch area, and a level-drag vehicle transportation tow hook to transport G.I. Joe weapons systems..

The Lynx's easily lost parts are its engine cover and (fragile) tow cable.

MISB: **$90-120+**, MIB: **$28-32,** MLC: **$20-25**

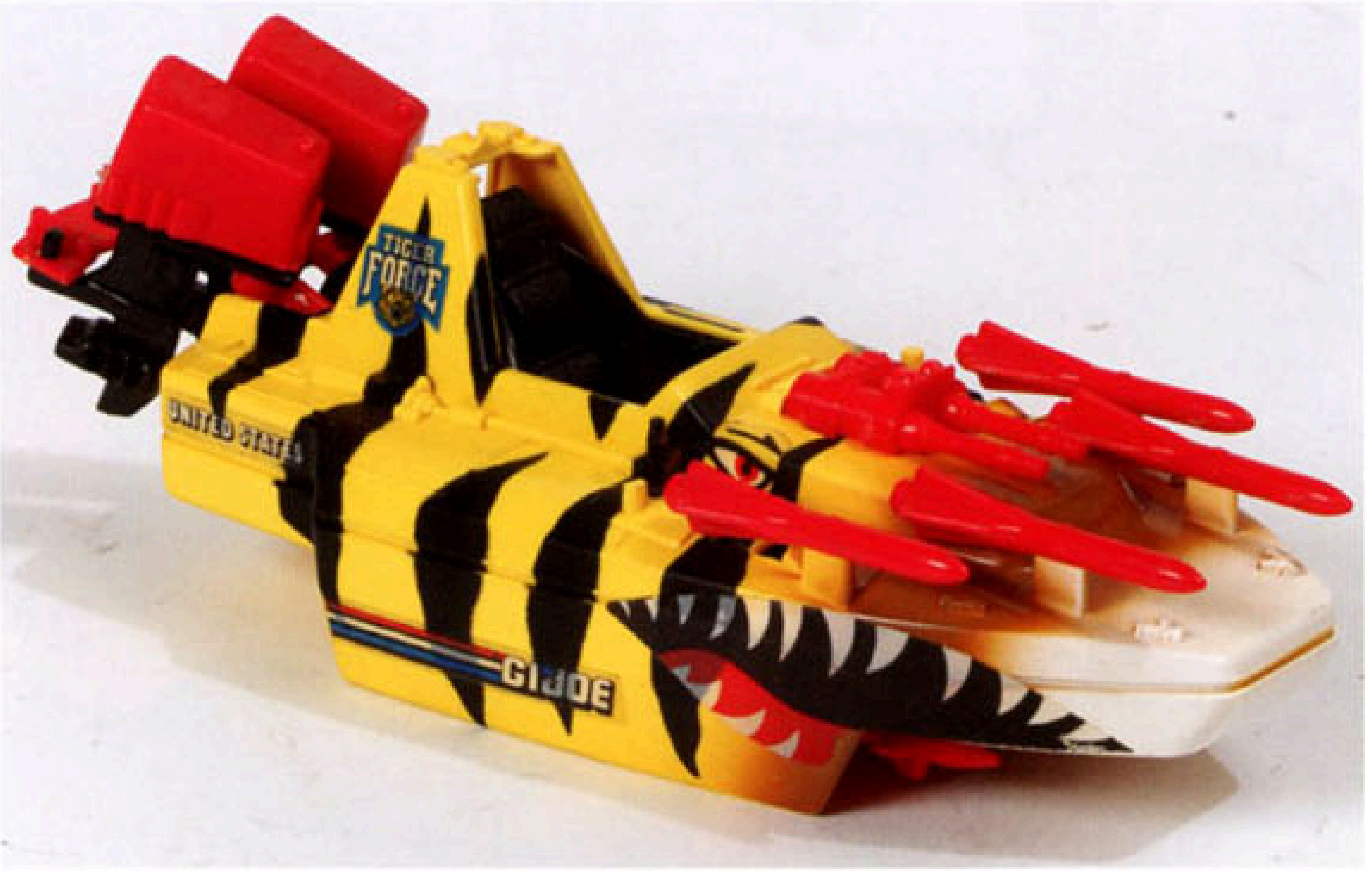


The Lynx's easily lost pieces.

Tiger Force

The Tiger Force Team "...uses captured Cobra vehicles and re-outfitted G.I. Joe weapons to battle the forces of evil! Each vehicle is specially modified and camouflaged for perilous assaults outside enemy lines" (from the package back). "Tiger Force [is a] a special unit within the GI JOE team [and] is called up for a secret and highly dangerous mission in the remote jungle! COBRA has set up a network of power bases that will simultaneously attack key cities around the globe. It will take the combined skills of the Tiger Force team to hunt down these hidden bases and disable them. Together, Tiger Force will search relentlessly and strike deeply to save the world from the COBRA enemy!"

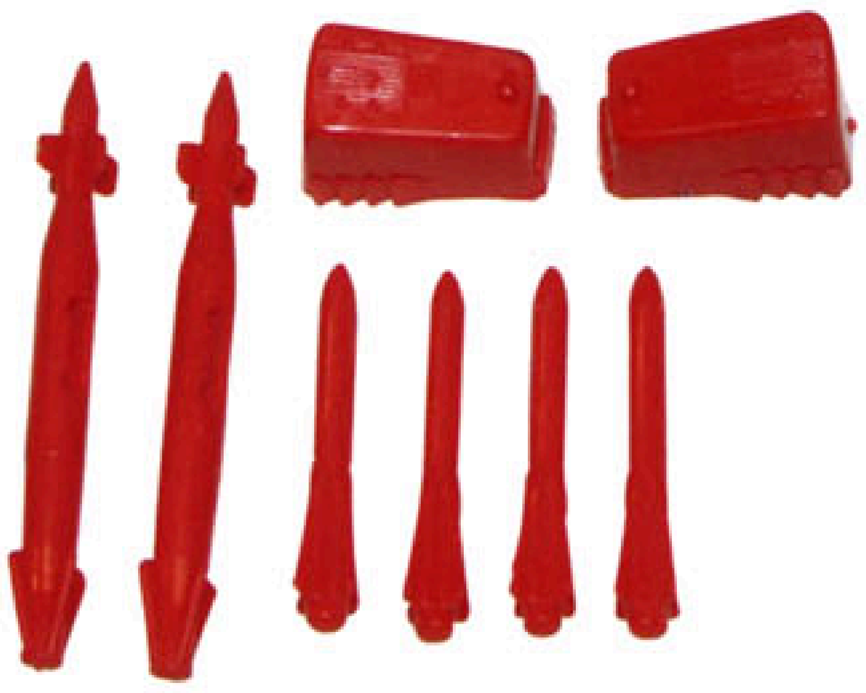
TIGER FISH



The Tiger Fish shares the same design as the Devilfish (1986), and comes complete with a hydro-dynamically shaped snag-resistant "Riverine" hull, inter-cooled turbo twin 185hp "Assault-T" water-jet motors, twin coaxial firing 20mm mk. 12 "Repeator" cannons, two (2) water guided torpedoes, four (4) laser-guided micro-adjust "Sea Phoenix" missiles, two (2) ballistic-proof epoxy/armor reinforced engine covers, and the ship glides on two carbon fiber reinforced stabilizing "sponsons" (projections from the sides of a watercraft, for protection, stability, or the mounting of equipment such as armaments). Two added features of the cleverly-designed toy: the Tiger Fish's engine mount pivots and rotates, and the ship actually floats on water.

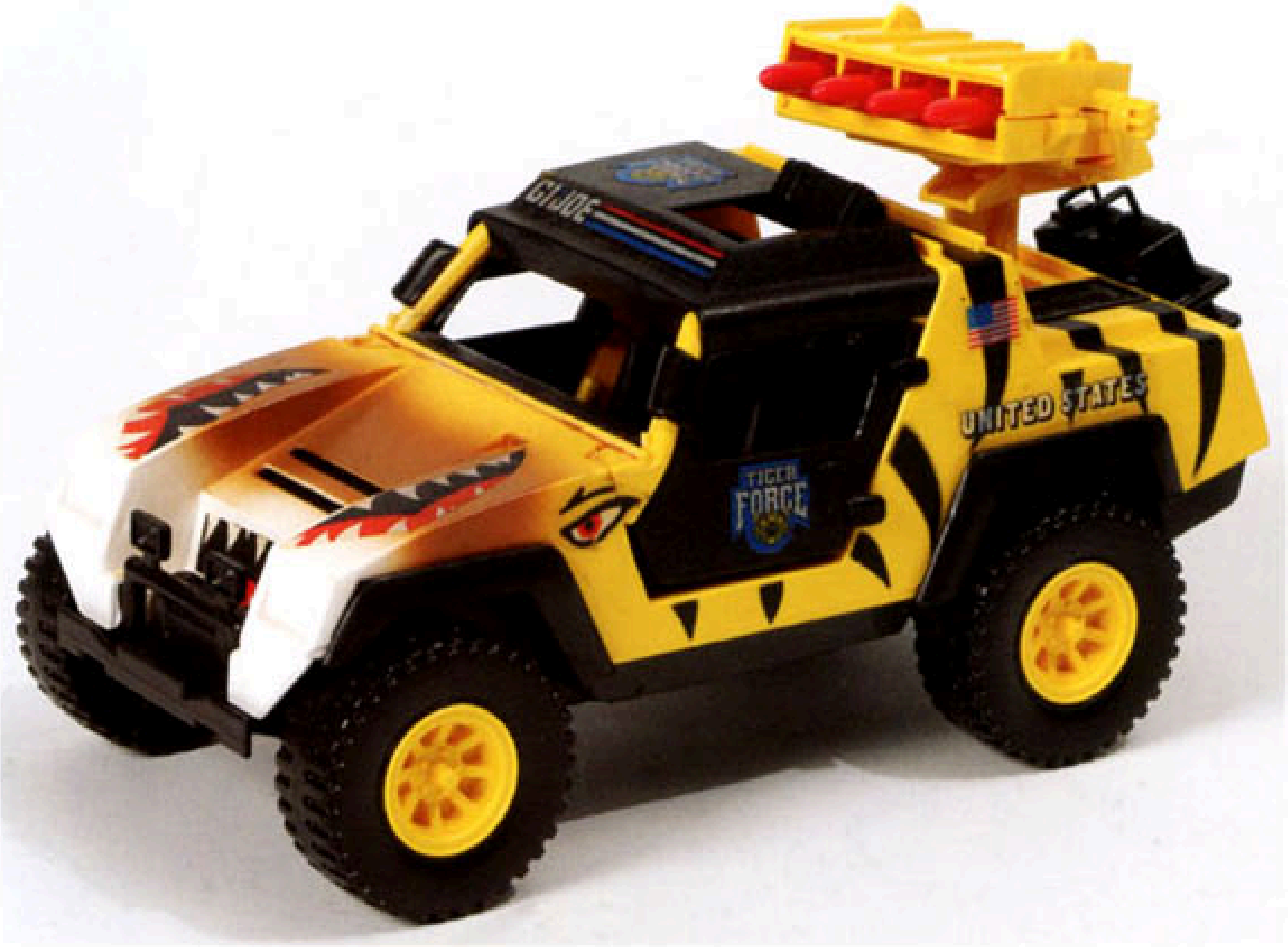
The Tiger Fish's easily lost pieces include four (4) missiles, two (2) torpedoes, and two (2) engine covers. The two (2) small black engine kick-up hoses (in the full vehicle image) are sometimes missing on loose samples as well.

MISB: **$55-75+**, MIB: **$22-26,** MLC: **$12-18**



The Tiger Fish's easily lost pieces.

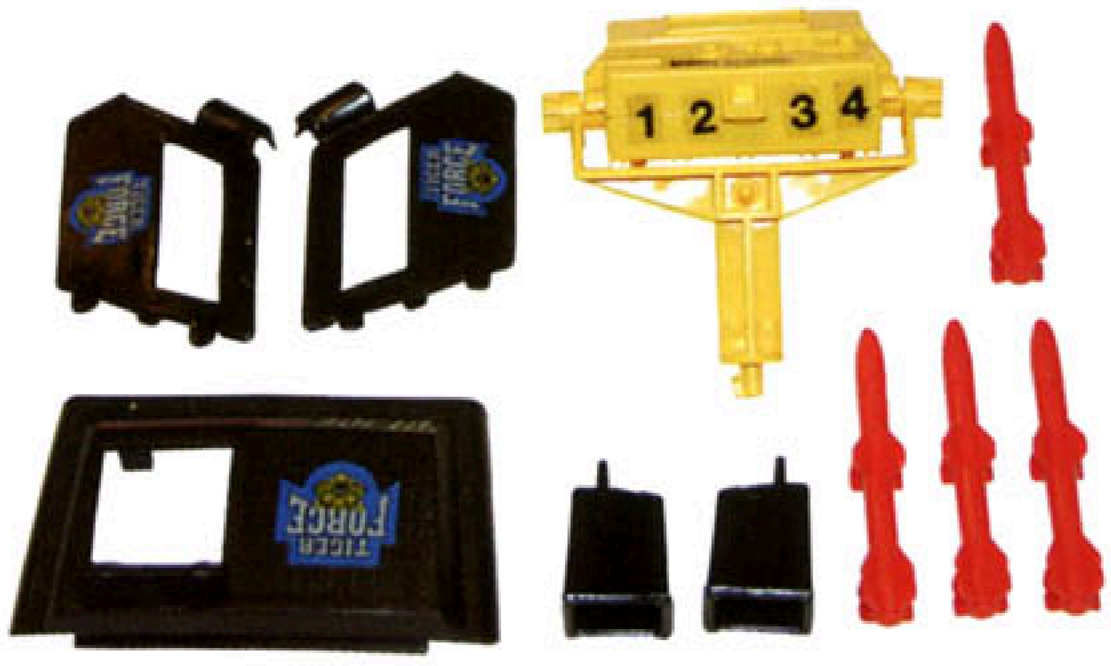
TIGER STING



The Tiger Sting shares similar designs with both the VAMP Mark I (1982) and the VAMP Mark II (1984), and possesses easily lost pieces similar to both vehicles. The Tiger Sting possesses the VAMP Mark II's missile launcher with four (4) "Saber Tooth" XK-2 surface-to-air missiles *instead* of the VAMP Mark I's machine guns; the Tiger Sting has two (2) auxiliary rear-mounted water cans (however, they're cast from the same mold as the VAMP Mark I's gas cans) that rest inside a gas can rack (a feature also similar to the VAMP Mark I), as opposed to the VAMP Mark II's larger plug-in "water cans." With opening doors (lightweight jungle-proof swing-up mesh doors), a canvas roof (a "Roll Back" weather protection/top-mounted canvas cage cover), a steel tube multi-joint reinforced roll cage, aluminum/epoxy ballistic dispersion body armor that coats the entire vehicle, four (4) "Tiger Claw" super-duty off-road tires/alloy wheels, and a mini-machine gun mounted on the hood (like the VAMP Mark I), the Tiger Sting is a force to be reckoned with.

The Tiger Sting's easily lost pieces include two (2) water/gas cans, four (4) Saber Tooth missiles, two (2) doors, one canvas roof cover, one steering wheel (very hard-to-find in loose samples).

MISB: **$125-155**, MIB: **$32-35,** MLC: **$25-30**



The Tiger Sting's easily lost pieces.

G.I. JOE
LK521
STAY CLEAR
G.I. JOE

Series IX 1990

Hasbro mitigated the amount of repaints they offered to the public in 1990, and did not add any more characters or vehicles to its Battle Force 2000 (1987-1989), Night Force (1988-1989), Python Patrol (1989), Slaughter's Marauders (1989), or Tiger Force (1988-1989) sub-teams. However, due to the popularity of Destro's (1983, 1988) Iron Grenadiers (1988-1990), two new additional single-carded action figures and one new vehicle were added to the Iron Grenadiers line.

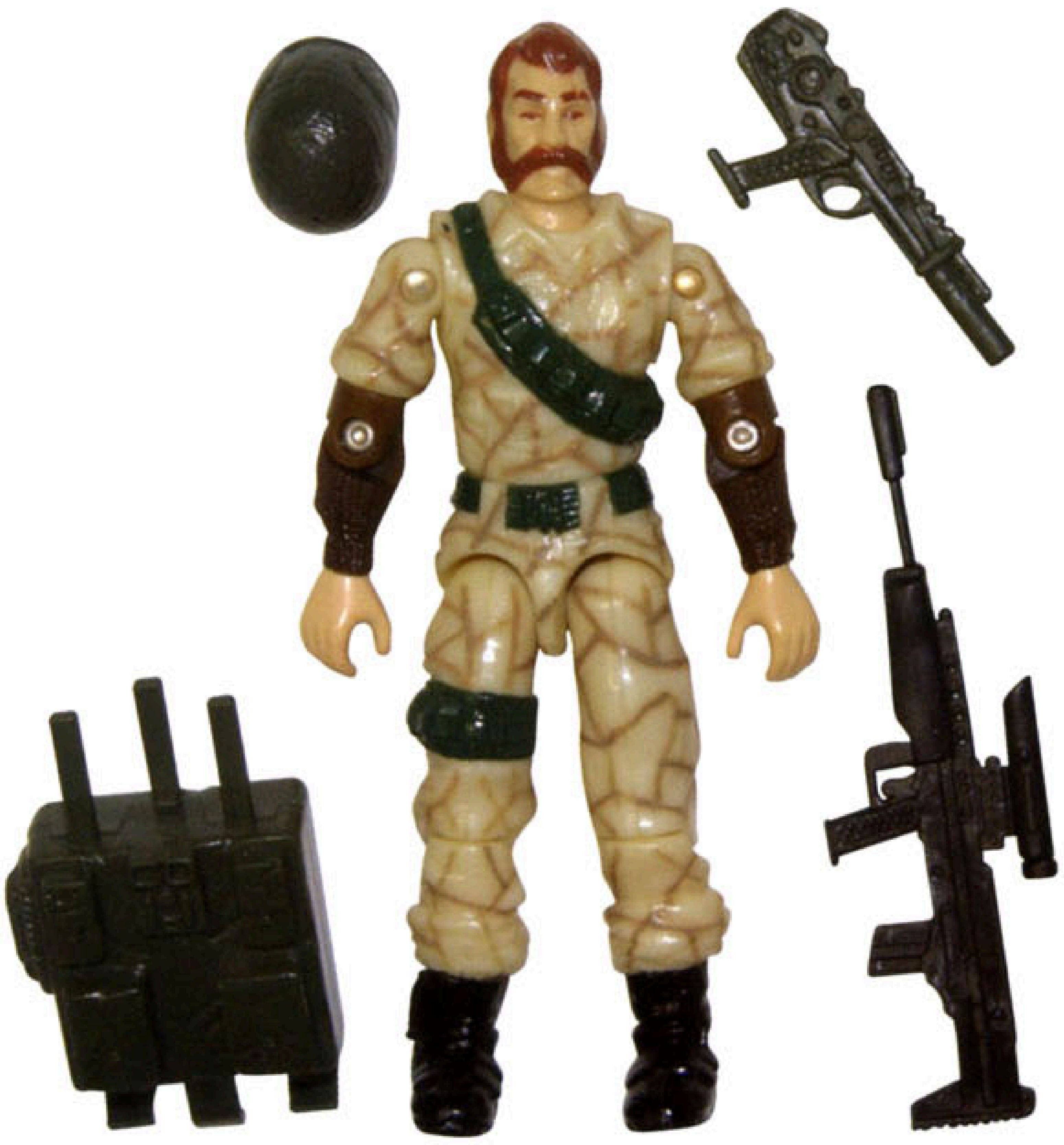
A successful attempt at re-casting figures and vehicles in Series IX was with the G.I. Joe Team's Sky Patrol squad, where Hasbro re-outfitted six former action figure bodies and four formerly-produced vehicles. The Sky Patrol action figures' heads were all-new sculpts, and the toys were replete with new accessories and opening, deployable parachutes, while each of the four Sky patrol G.I. Joe vehicles were "metallized" versions of older vehicles with chromed silver shells. This Sky Patrol sub-team would prove quite popular on retail pegs and the toys are prized by collectors on the current secondary market. However, there was a second sub-team of re-cast characters which was released in Series IX dubbed "Sonic Fighters": a colorful set of six re-decoed G.I. Joe and Cobra action figures that came with push-button, sound-blaring battery-operated backpacks (that could also be used as hand-held weapons) possessing four electronic battle sounds each—unfortunately, the Sonic Fighters were met with consternation and alarm by many die-hard G.I. Joe collectors because of the figures' poor aesthetics.

Although in 1990 G.I. Joe sales were beginning to experience a downturn, Hasbro partnered again with DiC animation (see the chapter intro to 1989) to produce almost twenty new half-hour cartoons geared toward a younger audience in the hopes of cutting into Playmate's Teenage Mutant Ninja Turtles line (1987/88-1996), while at the same time, also picking up some of the collectors who were disillusioned at Hasbro's waning Transformers line (a line that would only endure until the end of 1990 with the non-transformable "Action Masters" and compact "Micromasters"). Regardless of these two influences, Hasbro rolled out a slew of in-package promotions in Series IX: from a set of eight plastic G.I. Joe Combat Command Rings placed inside single-carded action figures, to a G.I. Joe "Get Tough!" Combat Pay catalog (and bonus "Combat Pay" insert vouchers [ranging from $5.00 to $10,000.00]) inserted into vehicle and accessory boxes. These vouchers could be redeemed for prizes from the "Get Tough!" catalog, with additional bonuses afforded to those collectors who regularly watched the DiC cartoon.

AMBUSH

Concealment Specialist

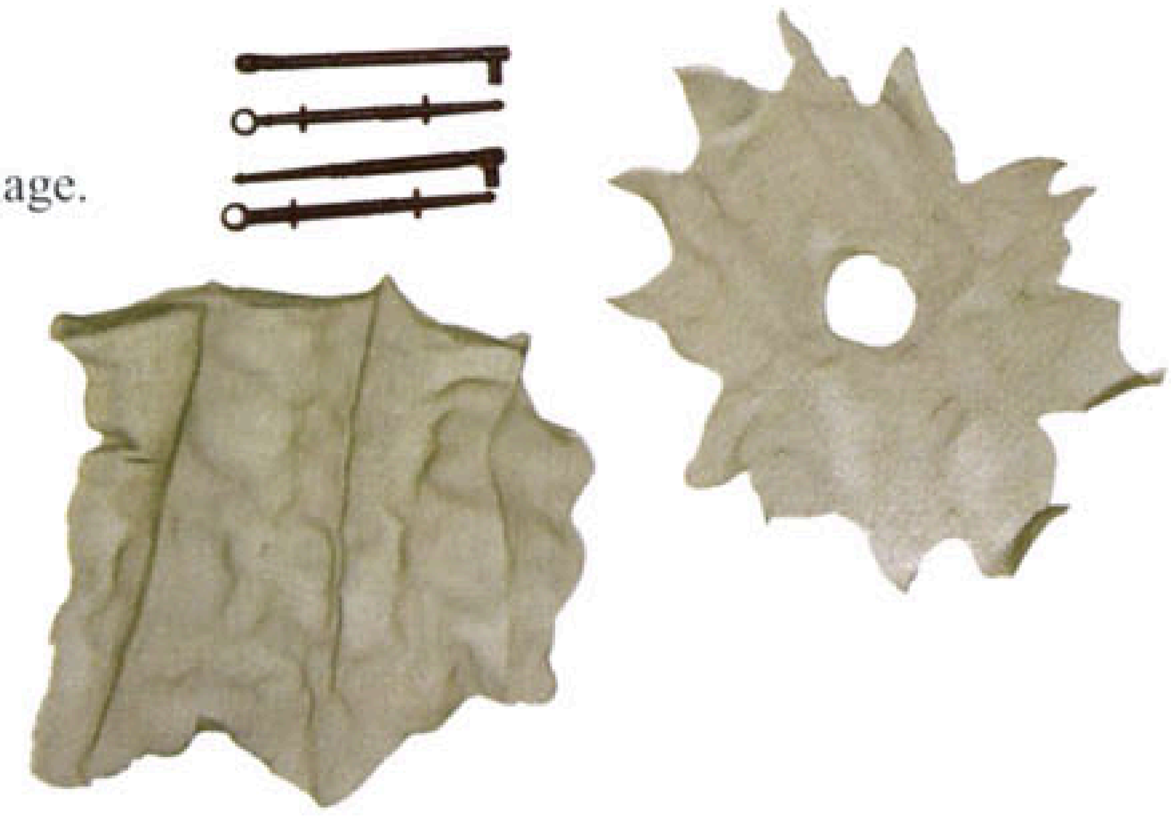
(Includes: Rifle, Tent Throw Cover, Cape, Four-Piece Lean-To Assembly, Helmet, Grenade Launcher, Backpack)



Ambush came with a bevy of well-crafted accessories. With a fabric bedroll, fabric ghillie suit (a type of camouflage clothing designed to resemble heavy foliage), and fabric tent (which could be set up over an intricate four-piece "lean-to")—Ambush's low price point was well worth a collector's hard-earned $2.50. Combine Ambush's first-rate accessories (with muted color scheme) and a helmet that could have sprung out of WWII, this figure sold briskly off of retail pegs.

MOC: **$20-25**, MLC: **$7-10**

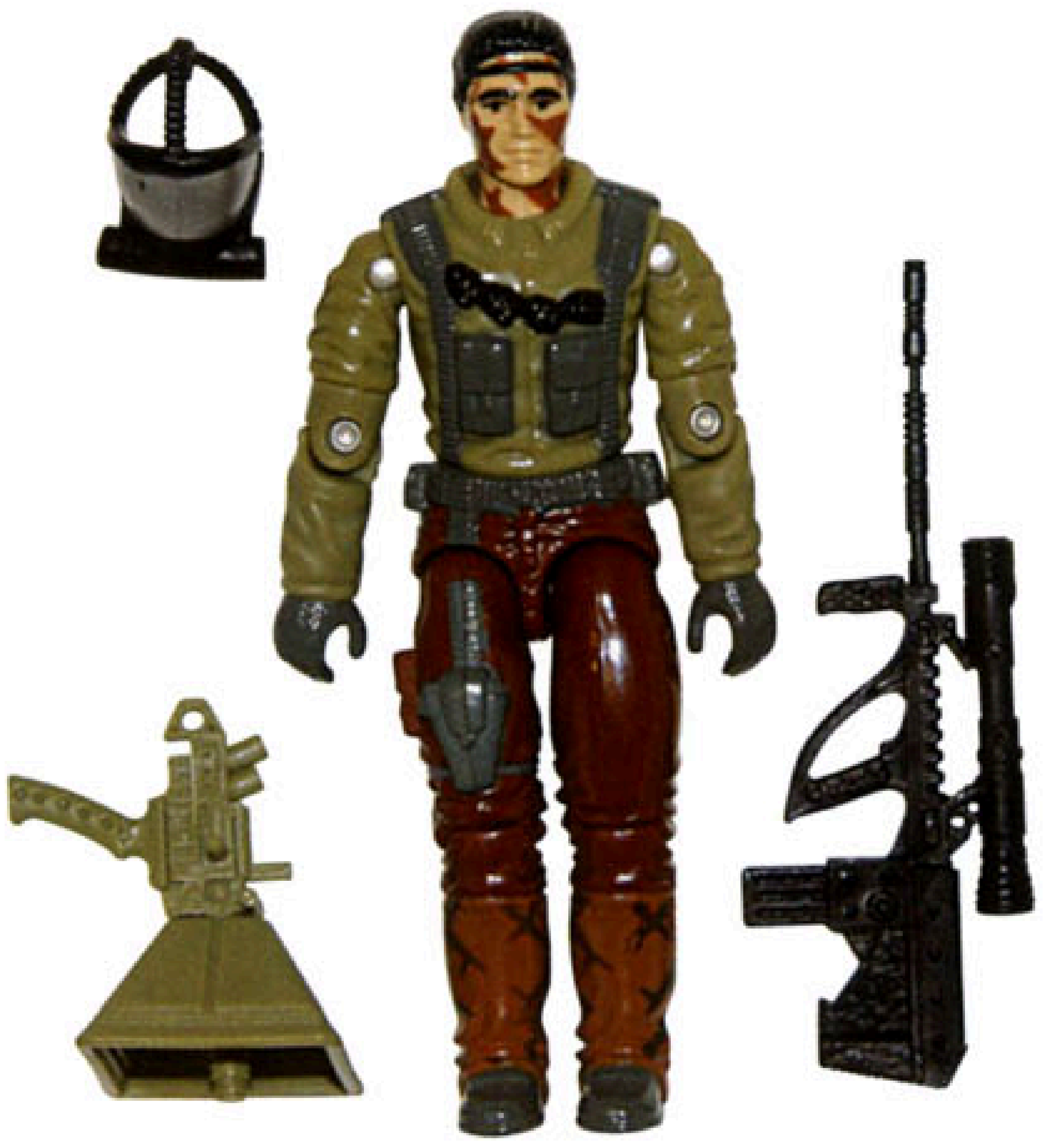
Ambush's camouflage.

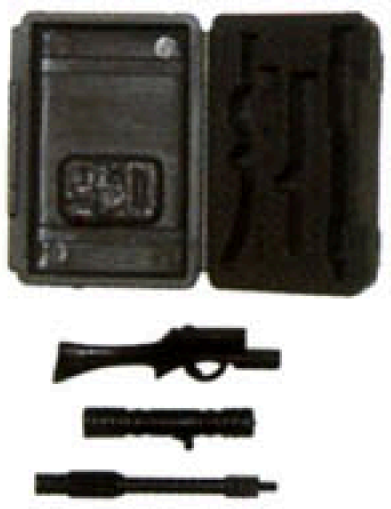


BULLHORN

Intervention Specialist

(Includes: Helmet, Three-Piece Rifle, Bullhorn, Rifle w/Scope, Backpack)





Bullhorn's backpack. It holds his rifle perfectly.

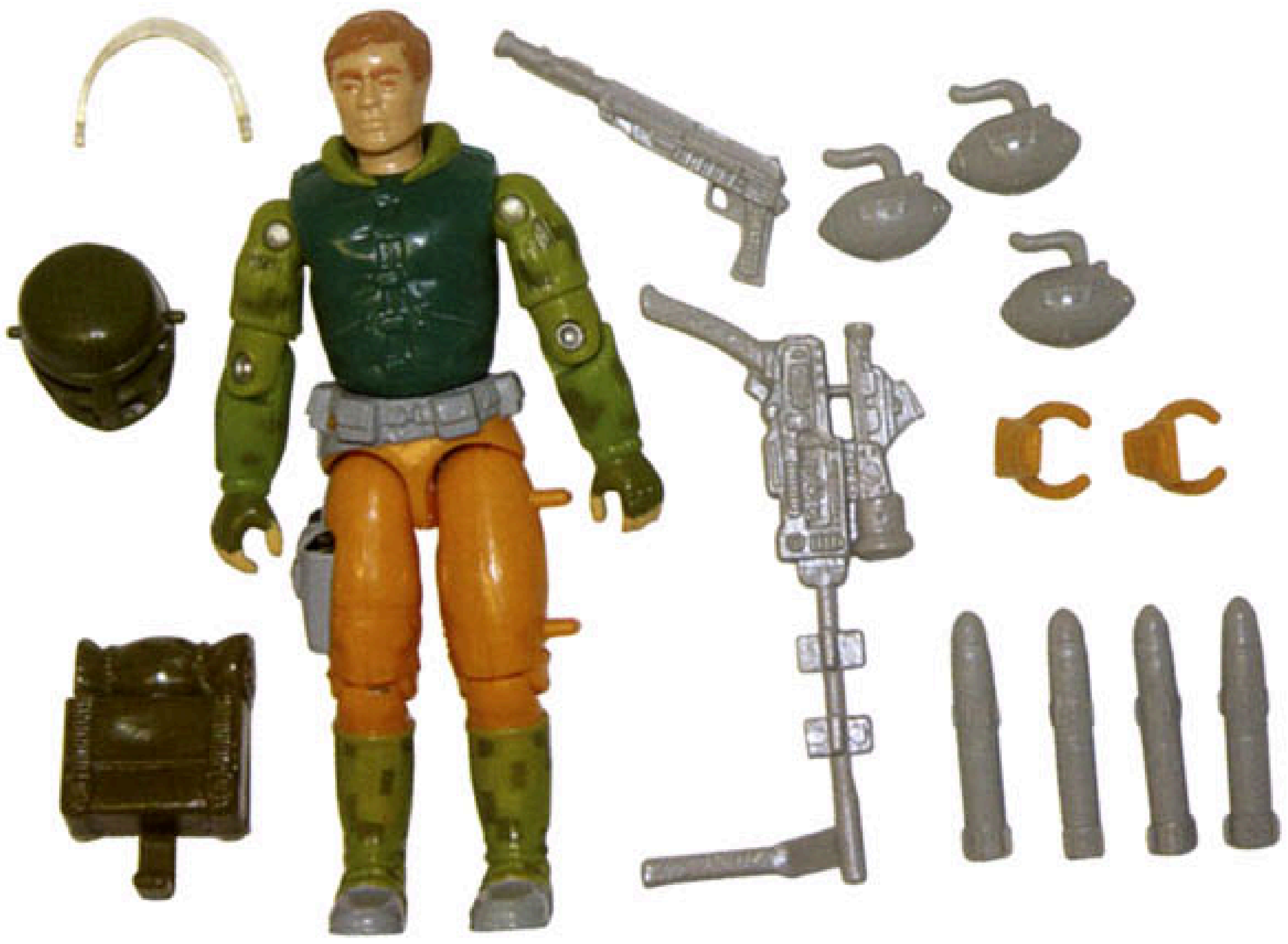
Bullhorn's original MOS from his prototype file card was "Hostage Negotiator" and "Hostage Crisis Specialist," and his prototype code names were Peacemaker, Talkdown, Wingshot, and Last-Chance, with the following prototype PMS and SMS: Special Agent (95D) and 71M (Chapel Activities). Bullhorn is a popular action figure on the secondary market, as his three-piece rifle is collapsible and its sight, stock, and barrel fit into a hard attaché case--one of the vintage G.I. Joe line's most fascinating accessories.

MOC: **$25-30**, MLC: **$12-14**

CAPTAIN GRID-IRON

Hand-to-Hand Combat Specialist

(Includes: Pistol, Three Football Grenades, Helmet w/Visor, Machine Gun, Four Missiles, Two Blocking Pads, Backpack)



Captain Grid-Iron is one of the most oft-criticized and maligned figures in the entire vintage G.I. Joe line, and originally came with the prototype code names of Captain Leyenbacher (a pun on "linebacker") and Captain Hardtackle. Many collectors abhor this toy's colorful yellow and green quarterback-themed uniform, but in his favor--he does include a wealth of accessories.

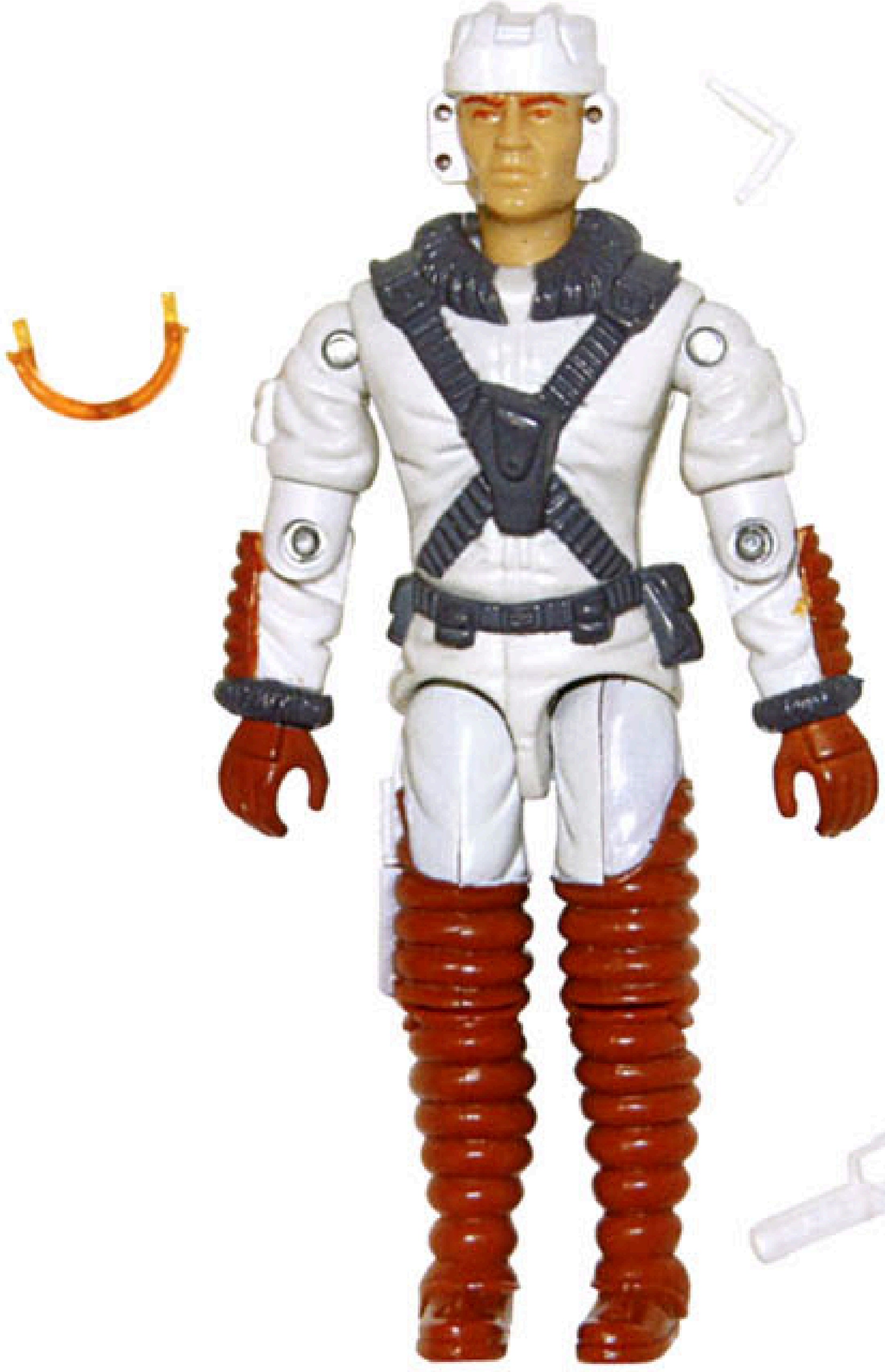
MOC: **$15-20**, MLC: **$7-10**

Cold Front

Avalanche Driver

(Includes: Pistol, Visor, Microphone)

Included with the Avalanche.



With the myriad prototype code names of Big Chill, Cold Wave, Sub-Zero, Perma-Frost, Cold War, and Cold Steel, the character who would ultimately be known as Cold Front "...was born so close to Fort Knox, he was breathing diesel fumes from the old M-60s as his cradle was rocked to the distant concussion of the 105mm main turret [tank] guns on the target ranges. Tanks are his life. He likes everything about tanks, because they are just like him; big, noisy and ugly!" (from the prototype file card).

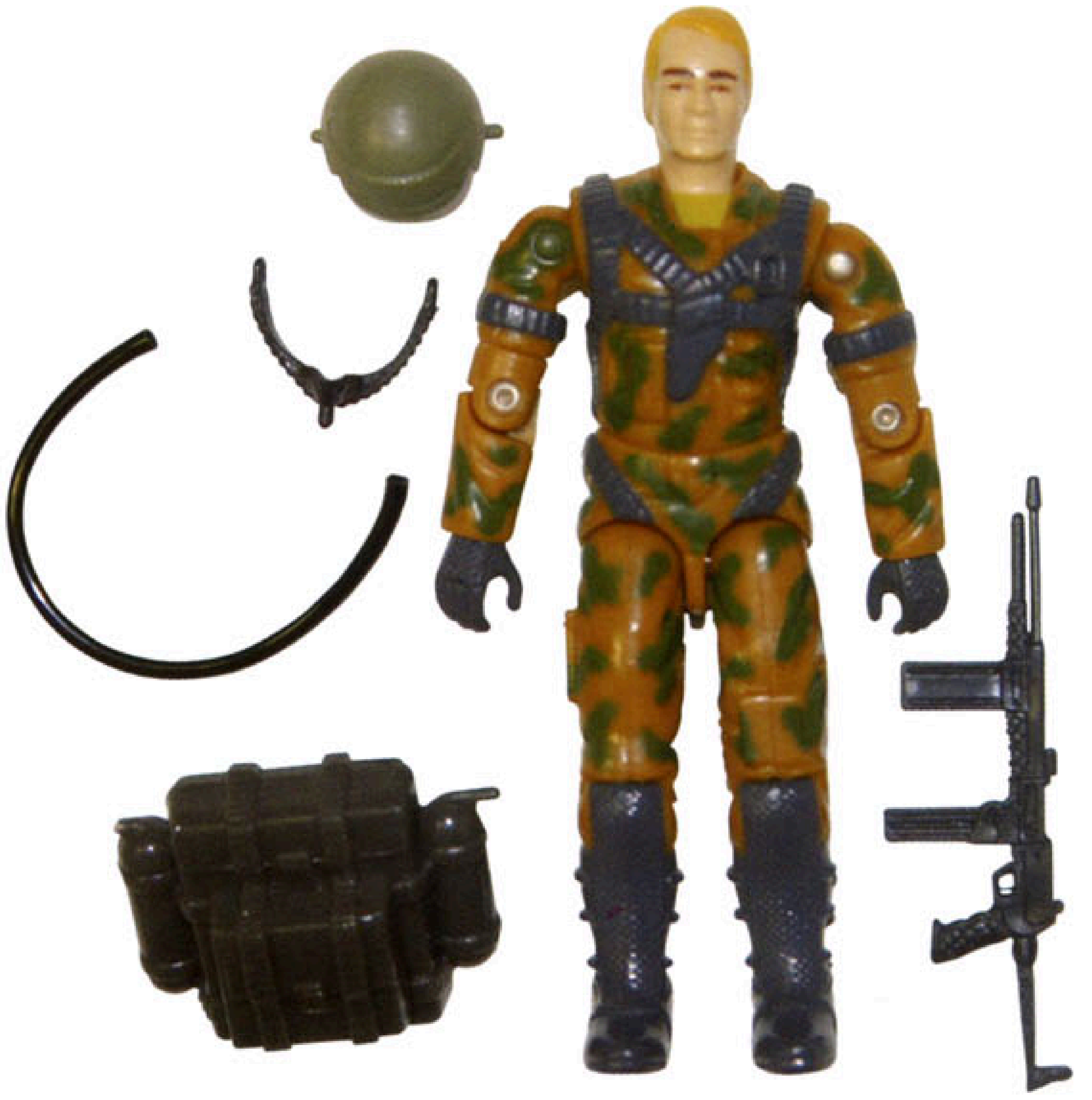
As a final note, collectors should take care not to lose Cold Front's tiny white microphone, as it is quite difficult to locate and has become a prized find for G.I. Joe collectors.

MLC: (with microphone) **$25-35**, (no microphone) **$7-10**

Freefall

Paratrooper

(Includes: Assault Rifle, Hose, Helmet, Gas Mask, Backpack)



Freefall's prototype code name was Jumpmaster, and he possessed the original PMS of "Infantry" (U.S. Army designation 11B), and the SMS of "Parachute Rigger" (43E). Freefall is a very capable soldier, his ego has hindered his acceptance by his G.I. Joe teammates, as described in the character's Peer Personality Profile.

MOC: **$25-30**, MLC: **$9-12**

Major Storm

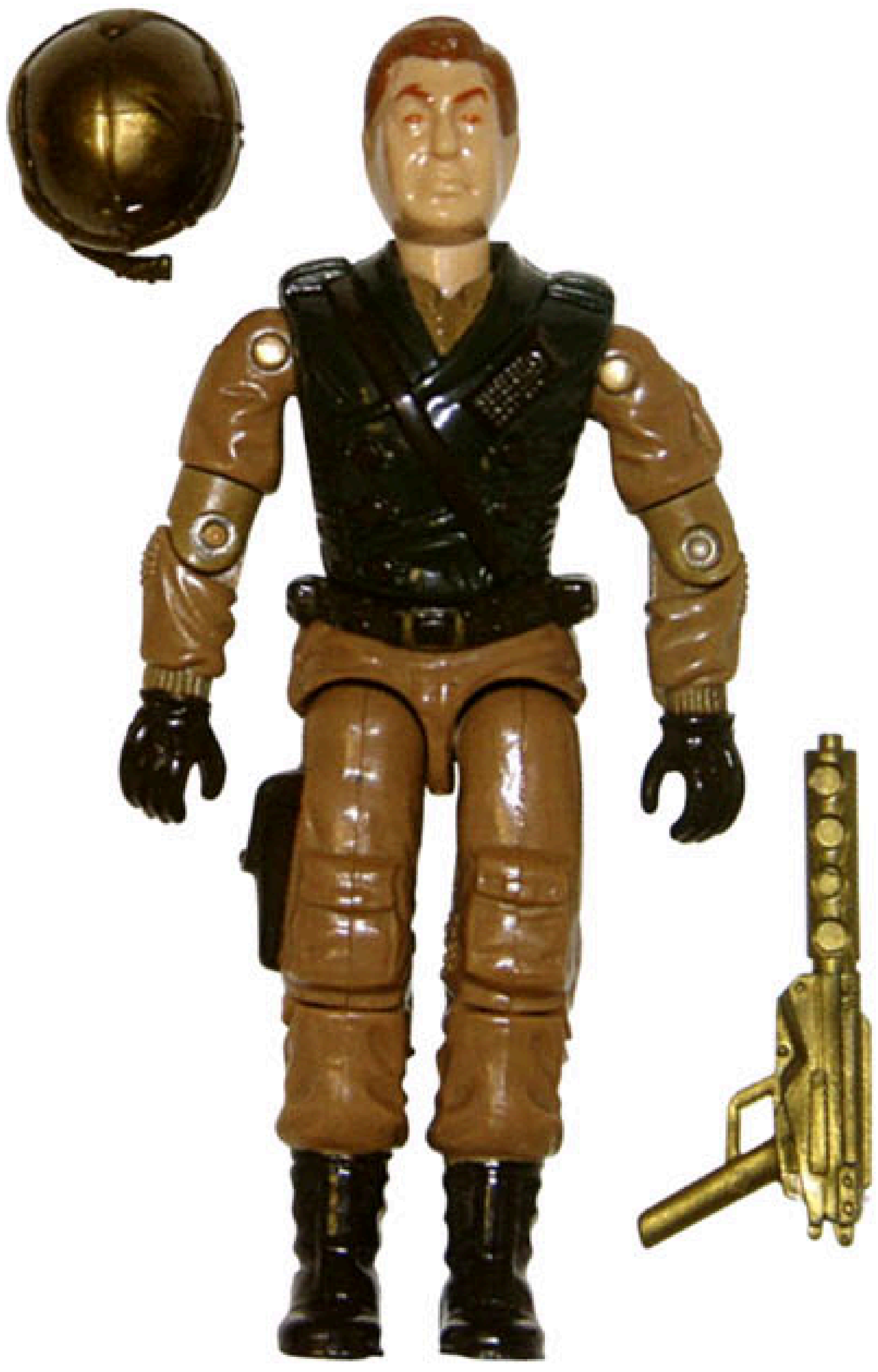
General Commander

(Includes: Helmet, Pistol)

Included with the General.

Major Storm, originally code-named Major Foray (with the initial file name of "Forrest G. Foray," and the preliminary birthplace of Baton Rouge, LA), has "rolled" in nearly every huge machine the U.S. Army has produced for the past thirty years, and this experience is related on his prototype file card.

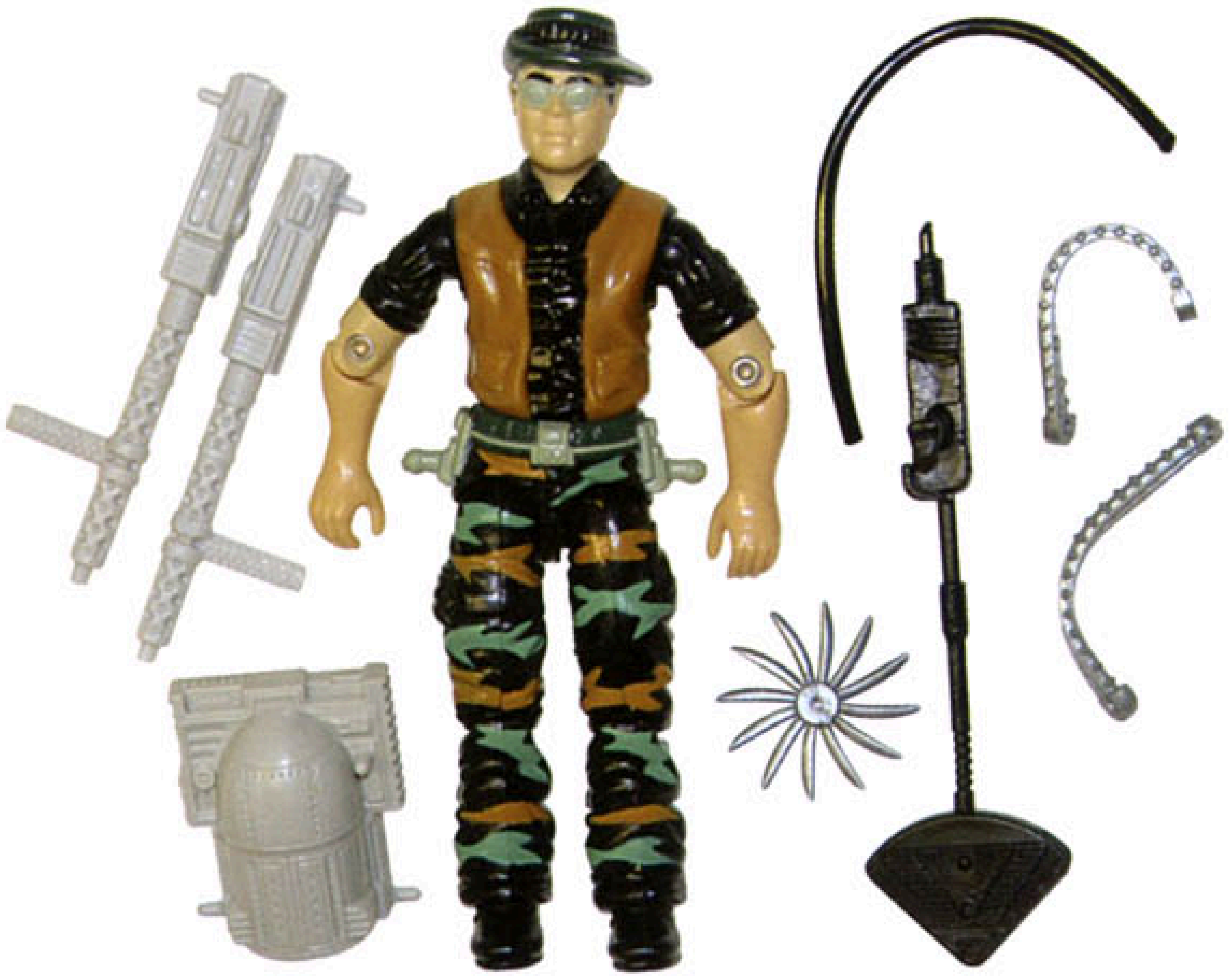
MOC: **N/A**, MLC: **$14-18**



PATHFINDER

Jungle Assault Specialist

(Includes: Two Machine Guns, Two Ammo Belts, Hose, Weed Eater w/Blade, Backpack)



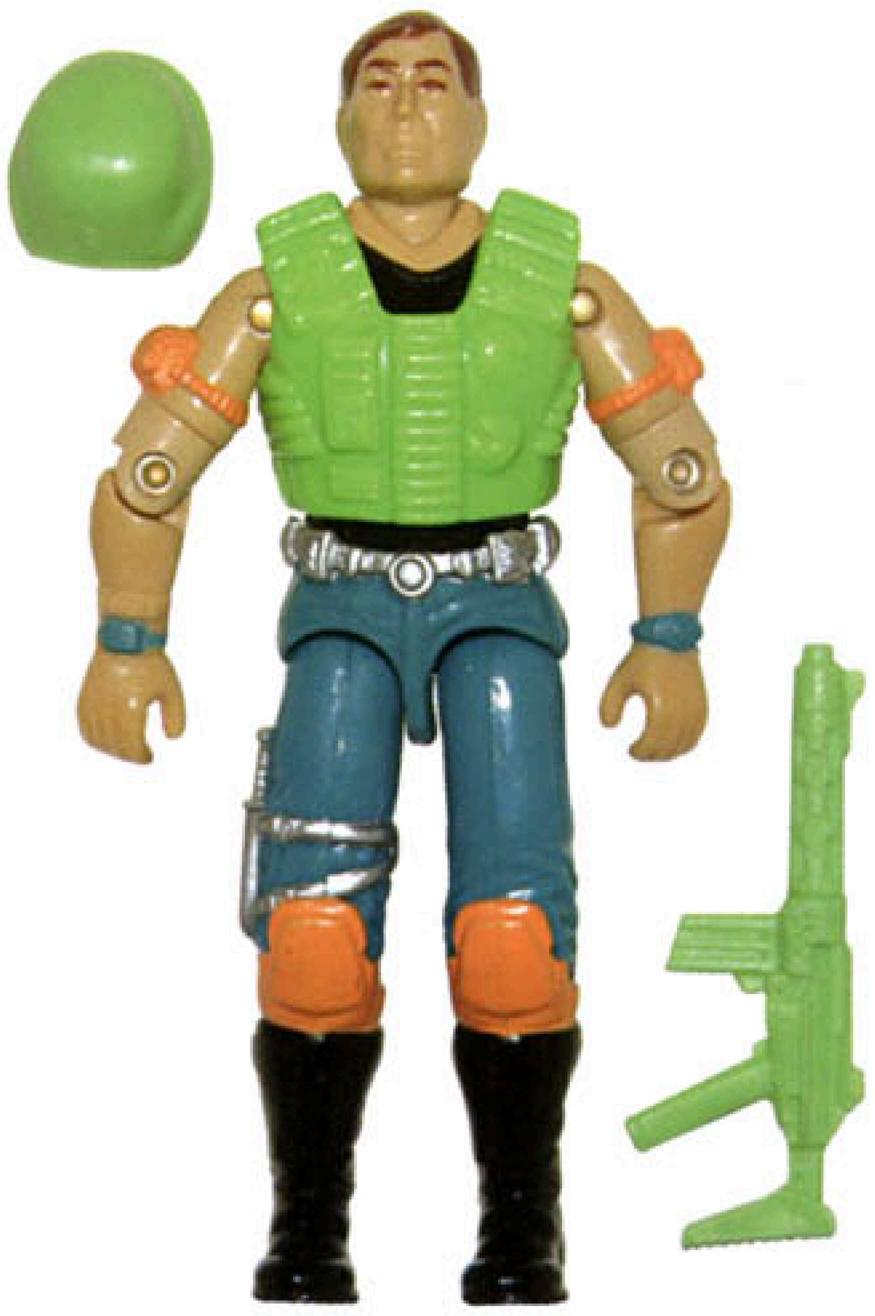
With the prototype code names of Whacker, Bushmaster, Wildfire, Brushfire, and Wildwood. The man known as Pathfinder was a very proactive environmentalist, as described on his much-altered prototype file card: "Pathfinder intends to be the governor of Florida one day. When he was seventeen, his father told him that his beloved Big Cypress Swamp was in danger from developers, poachers, and polluters. Pathfinder said that if he was the Governor, he would never let that happen. Dad said: 'Hard to become Governor without a college education.' The next day, Pathfinder was asking the local recruiter how much time he had to serve to earn enough G.I. Bill credits for law school!"

MOC: **$25-32**, MLC: **$8-12**

RAPID-FIRE

Fast Attack Expert

(Includes: Videotape, Helmet, M-17 Machine Gun)



G.I. JOE
THE NEW ADVENTURES OF G.I. JOE!
RAPID-FIRE
REVENGE OF THE PHARAOHS

Rapid Fire, MOC.

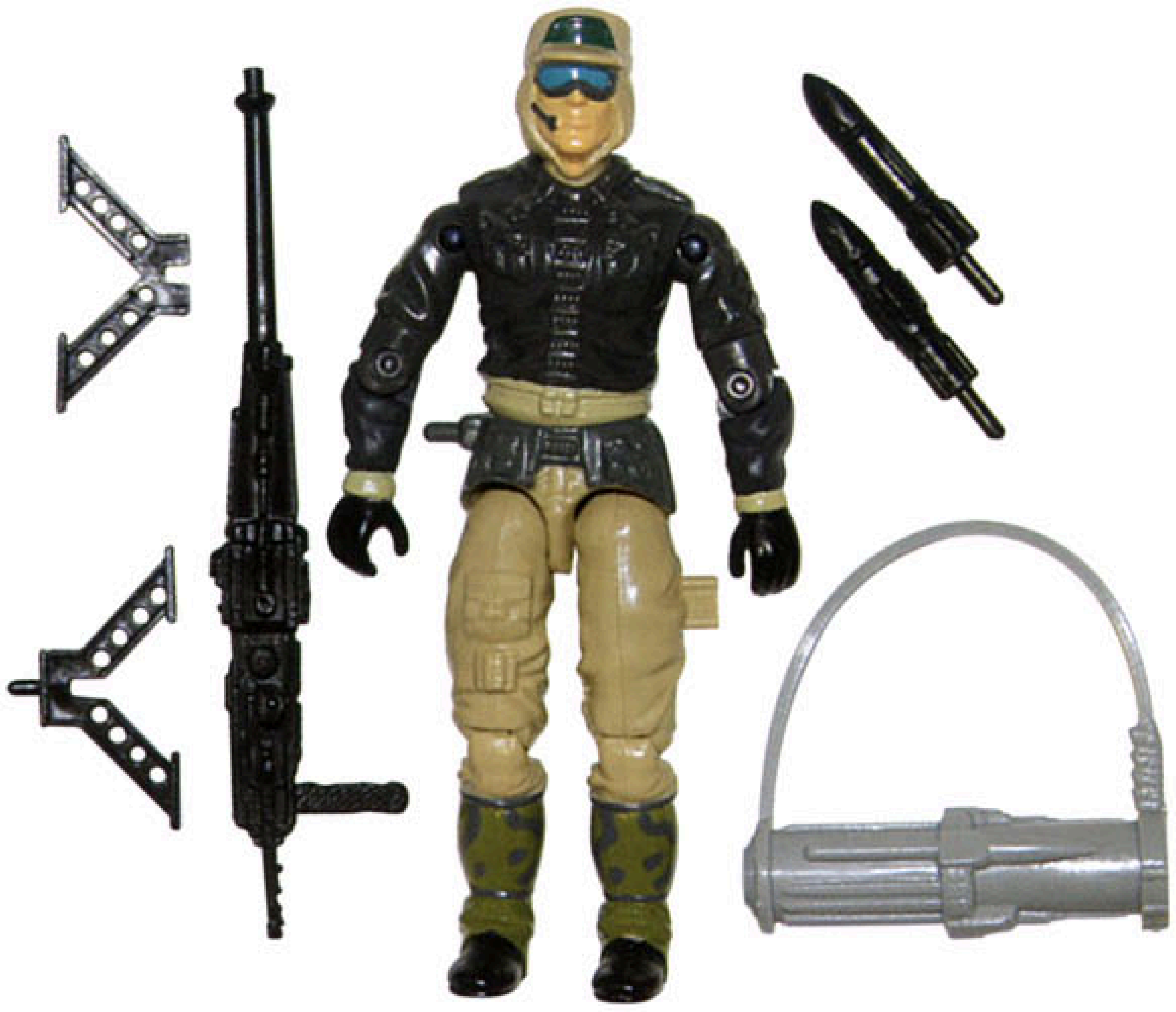
It was common practice for Hasbro to name and/or sculpt G.I. Joe characters based upon real-life individuals; this is true of Rapid Fire, whose file name is identified as "Robbie London"--an appellation borrowed from an executive at DiC Animation.

MOC: **$20-25**, MLC: **$6-10**

RAMPART

Shoreline Defender

(Includes: Missile Launcher, Strap, Cannon, Two Cannon Stands, Two Missiles)



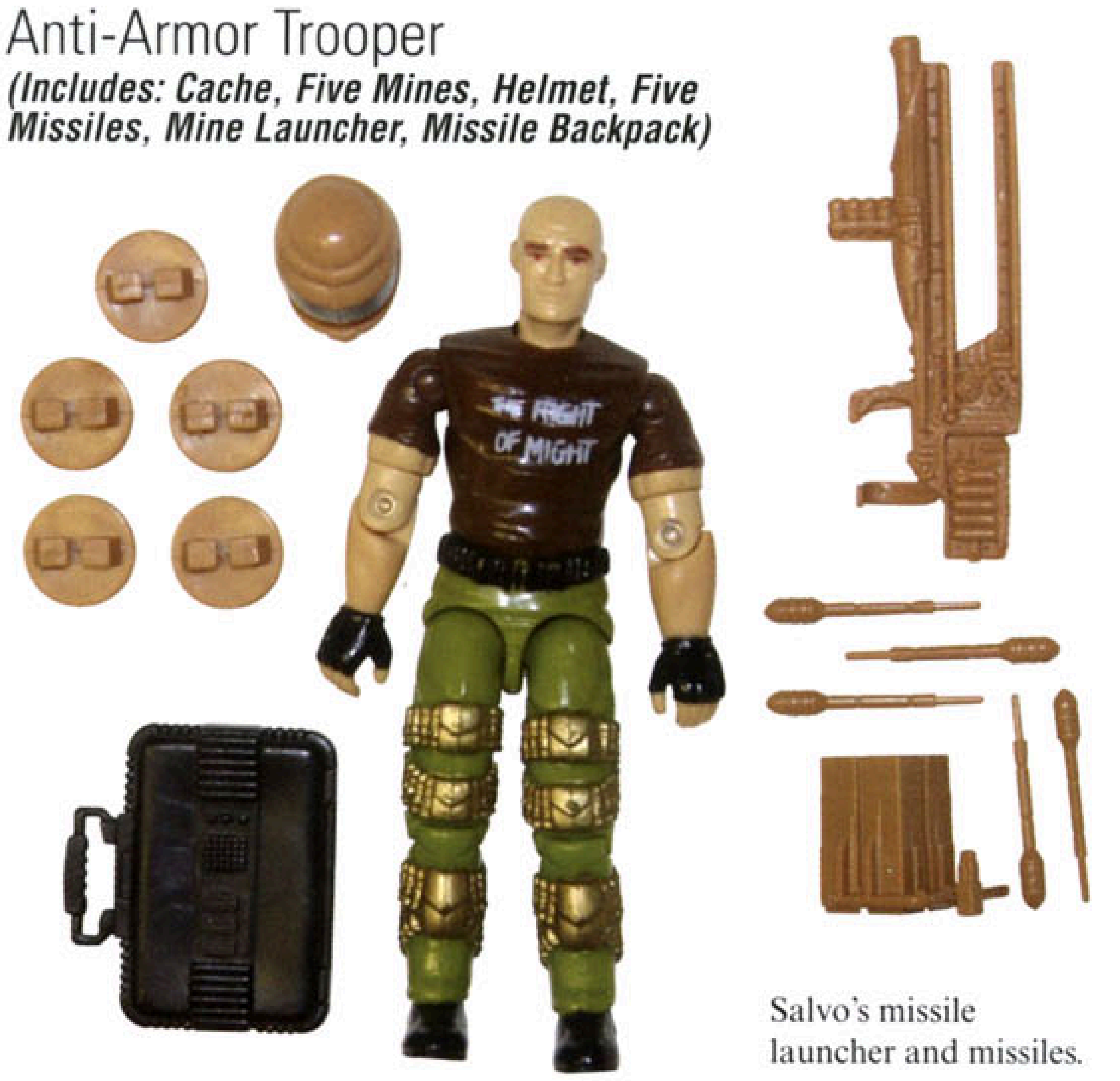
As the Coastal Defender or Shoreline Defender of the G.I. Joe team, every second of Rampart's (prototype code names: Counterfire, Groundfire, Airburst, Checkmate, Deadline; initial PMS of "Air Defense Artillery" [U.S. Army designation = 16P], SMS of "Tuba Player" [02F]) adolescence was spent in video arcades or in front of a game console, as designated in his prototype file card.

MOC: **$16-22**, MLC: **$6-10**

SALVO

Anti-Armor Trooper

(Includes: Cache, Five Mines, Helmet, Five Missiles, Mine Launcher, Missile Backpack)



Salvo's missile launcher and missiles.

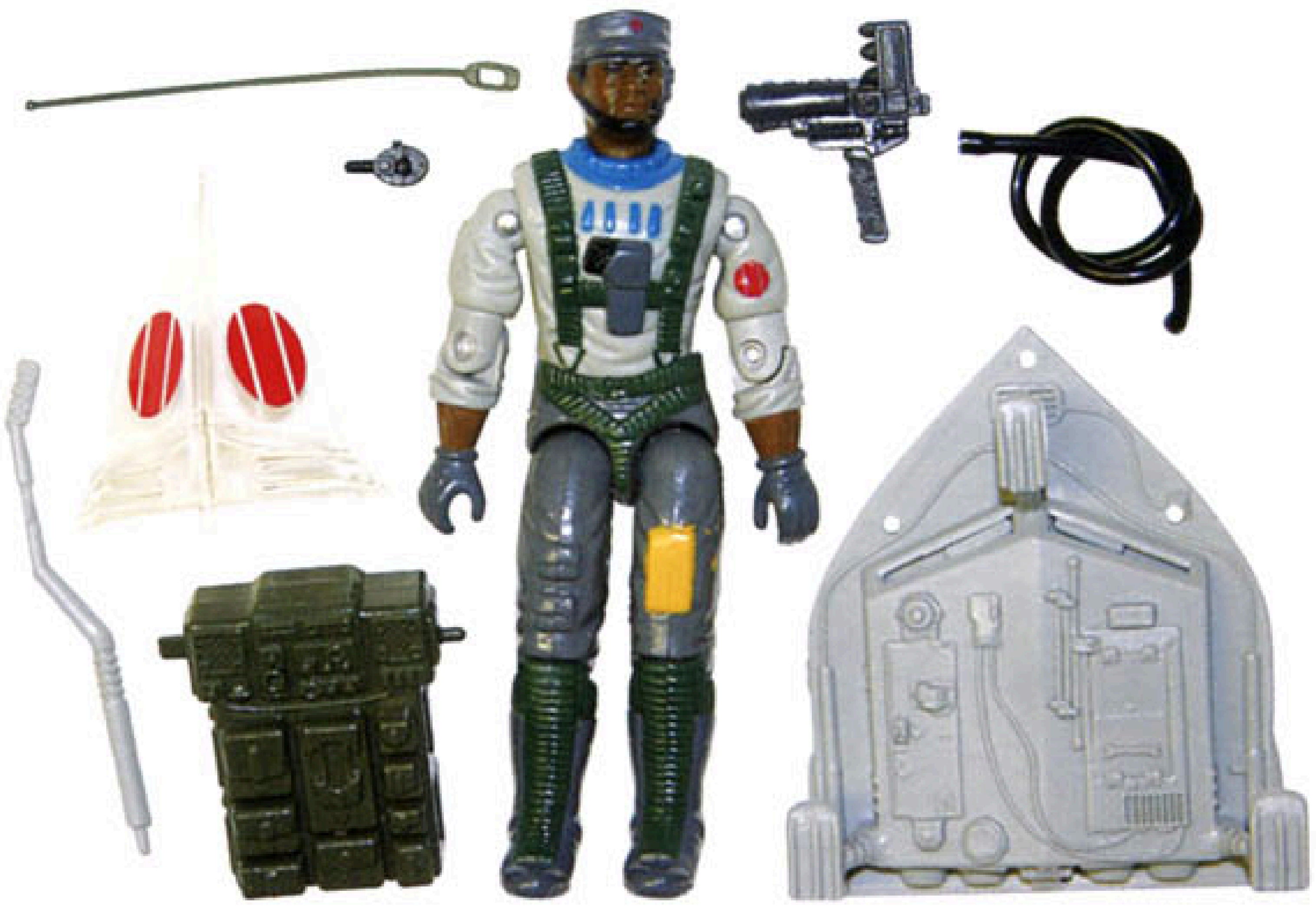
Salvo's prototype Peer Personality Profile is constructed much differently than its mass-produced counterpart, stating: "Any Cobra armored unit that runs into Salvo is going to wind up getting scraped off the local foliage. First, he lets loose with HEAT rockets, while keeping the crews buttoned down with a barrage of 40mm grenades, and while the tanks are maneuvering to avoid the rockets and grenades, he's sowing mines in their paths with his rail-gun mine launcher [action figure accessory]!"

MOC: **$26-32**, MLC: **$10-12**

STRETCHER

Medical Specialist

(Includes: Microphone, Hose, Weapon, Antenna, Flying Platform, Windshield, Driving Shift, Backpack)



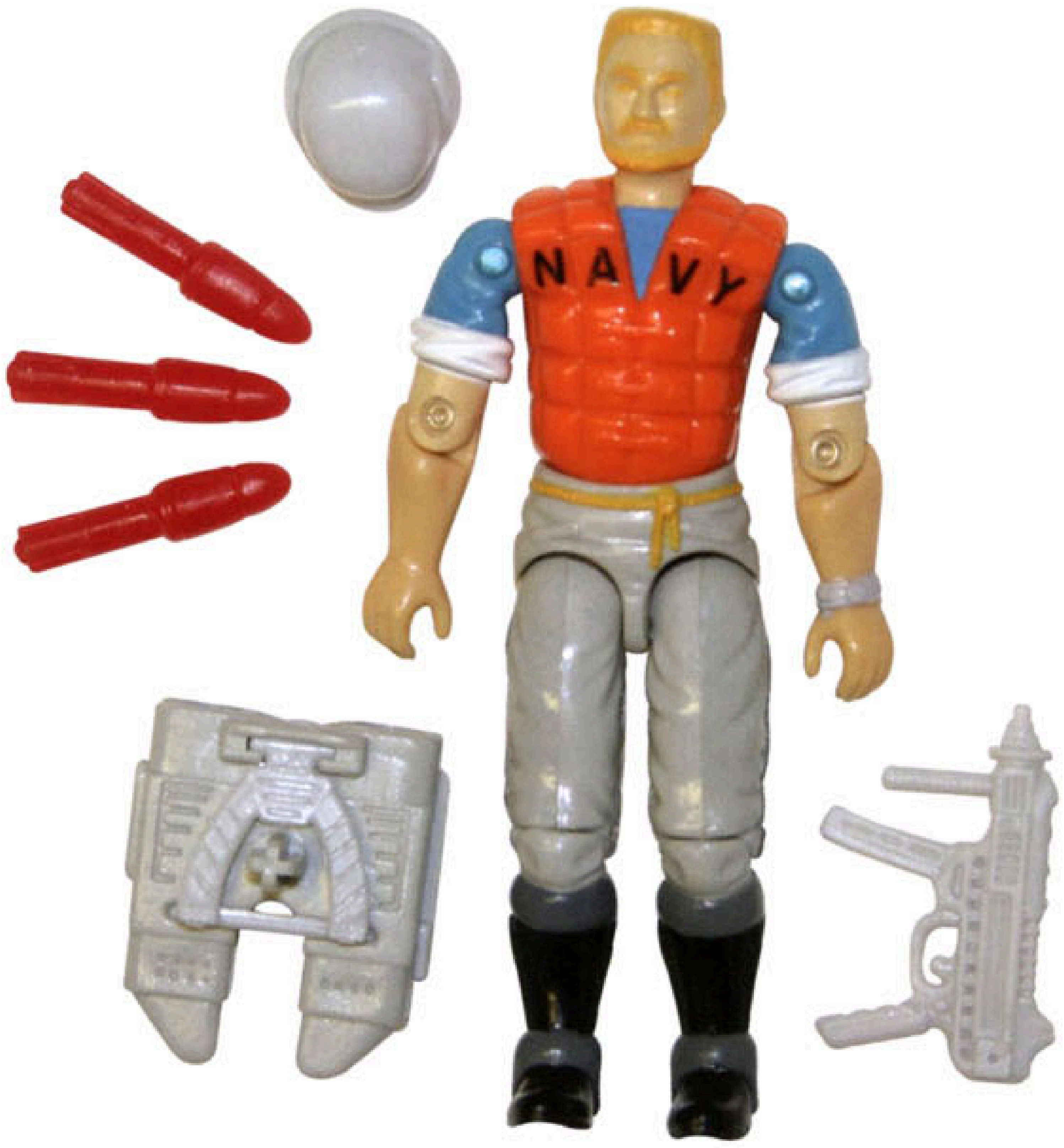
With the prototype code name of Hosuecall and an alternate SMS of "Physical Therapy Specialist" (U.S. Army designation = 91F), the character known as Stretcher would be the third medical specialist recruited to the G.I. Joe team (see Doc, 1983; Lifeline, 1986).

MOC: **$25-30**, MLC: **$8-10**

TOPSIDE

Navy Assault Seaman

(Includes: Submachine Gun, Helmet, Three Missiles, Missile Stand, Missile Backpack)



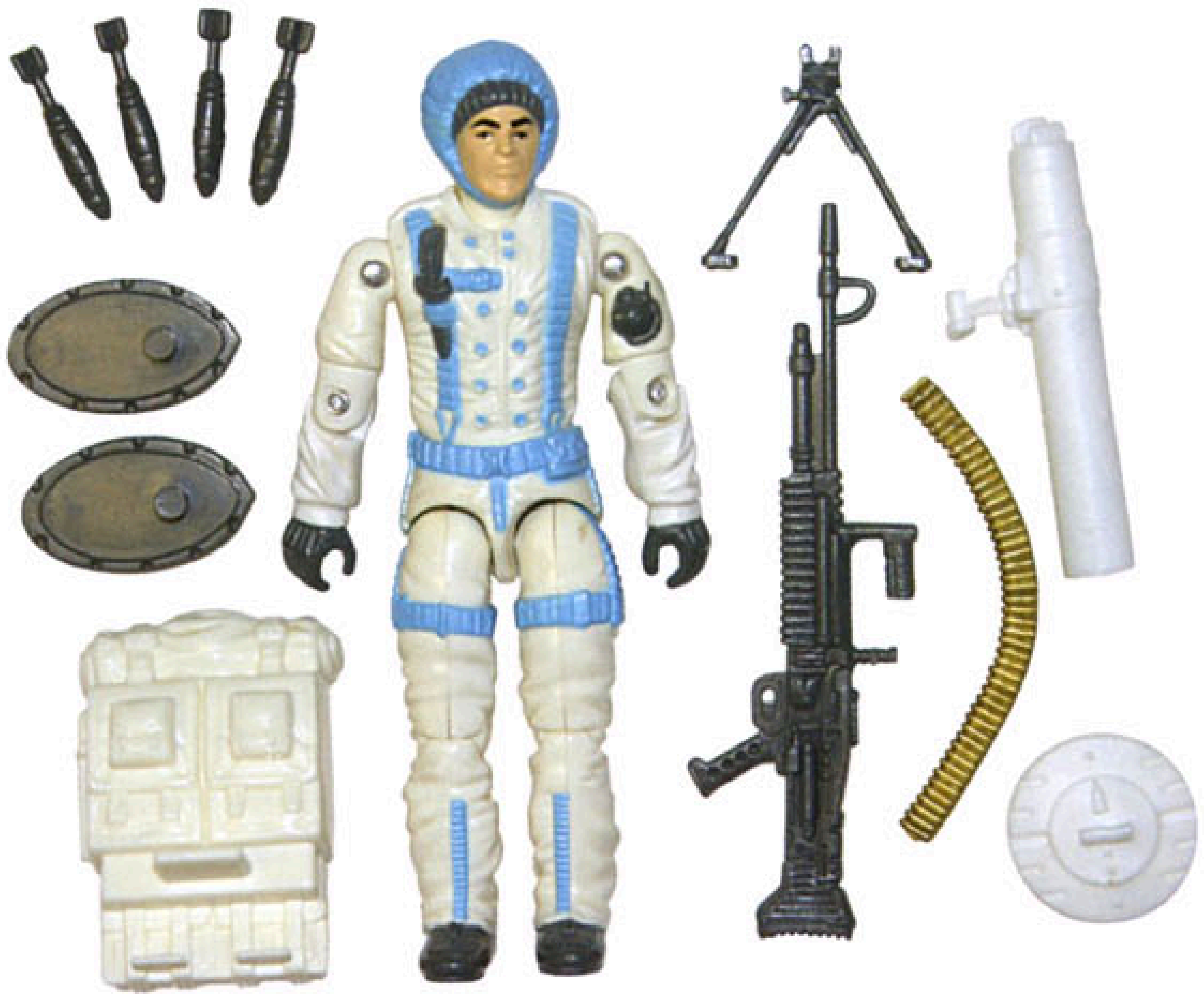
With the prototype code names of Barracuda, Gaff (a hooked pole utilized in fishing), Snipe, Marlinspike (a tool used in rope-work for tasks such as un-laying rope for splicing, untying knots, or forming a makeshift handle), Swabbie (a sailor, esp. one who "swabs" decks), and Salty Dog (an experienced sailor), Topside had changed a bit from his prototype draft, where his PSM was "Gunner's Mate," and his SMS is defined as "Pipefitter."

MOC: **$18-26**, MLC: **$4-8**

SUB-ZERO

Winter Operations Specialist

(Includes: Two-Piece Short-range Mortar, Two Snow Shoes, Four Mortar Shells, Ammo Belt, Bipod, Lightweight Machine Gun, Backpack)



Sub-Zero (with the prototype PMS of "Indirect Fire Artilleryman" [U.S. Army designation = 11C], and the SMS of "Small Arms Repairer" [45B]) was another 1990 G.I. Joe figure with a large set of accessories, and these were exceedingly well-crafted. As a character, his specialties were based on an intimate knowledge of Arctic Operations, as described on his prototype file card.

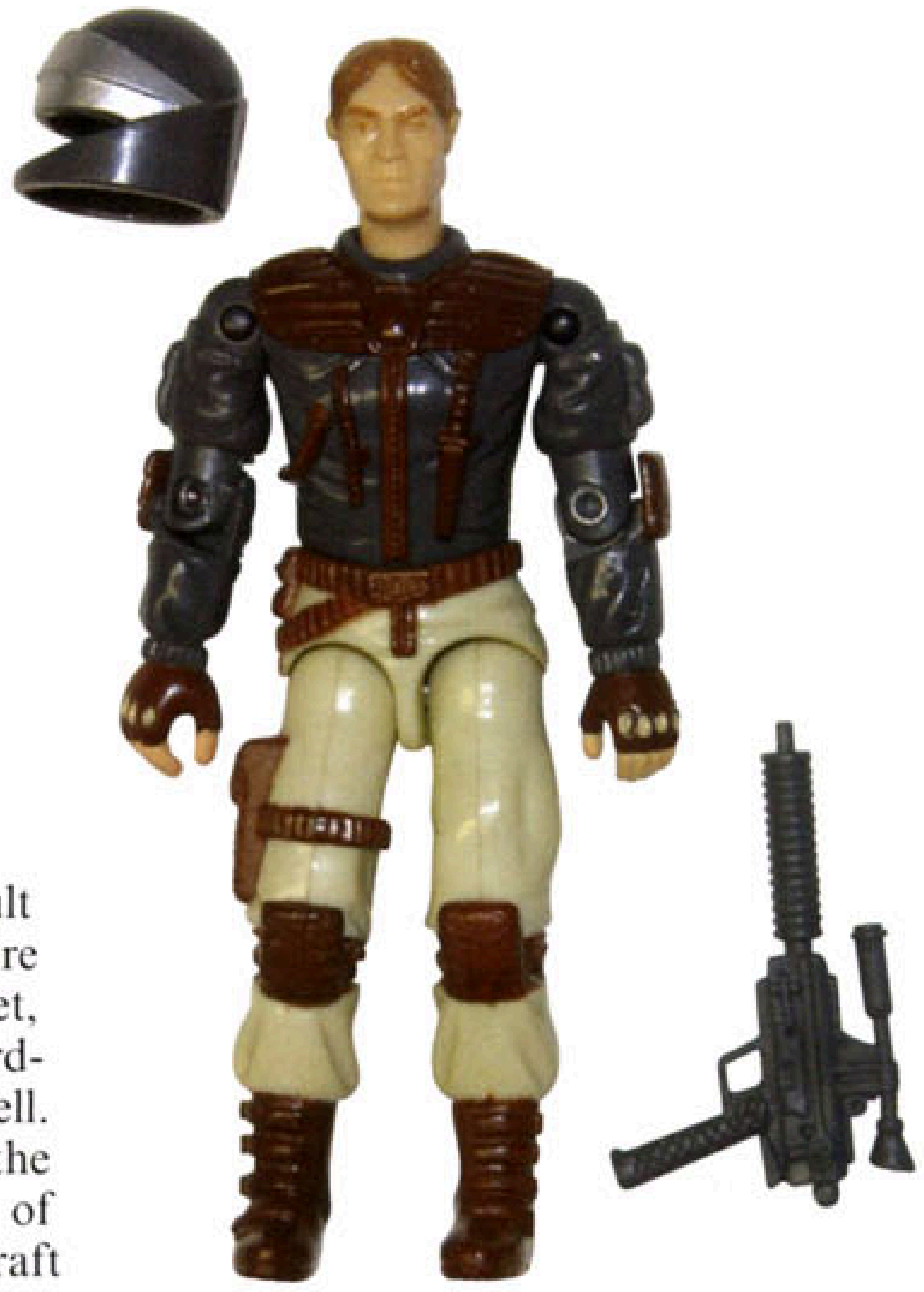
MOC: **$18-25**, MLC: **$8-10**

UPDRAFT

Retaliator Pilot

(Includes: Helmet, Rifle)

Included with the Retaliator.



Updraft is a difficult G.I. Joe pilot to acquire on the secondary market, while his rifle is a hard-to-find accessory as well. As a character with the alternate code name of "Eggbeater", "Updraft led the American team to victory at the World Helicopter Championships two years in a row and was a special instructor at the Flight Warrant Officer's School at Fort Rucker before being selected for the G. I. Joe Program."

MOC: **N/A**, MLC: **$14-20**

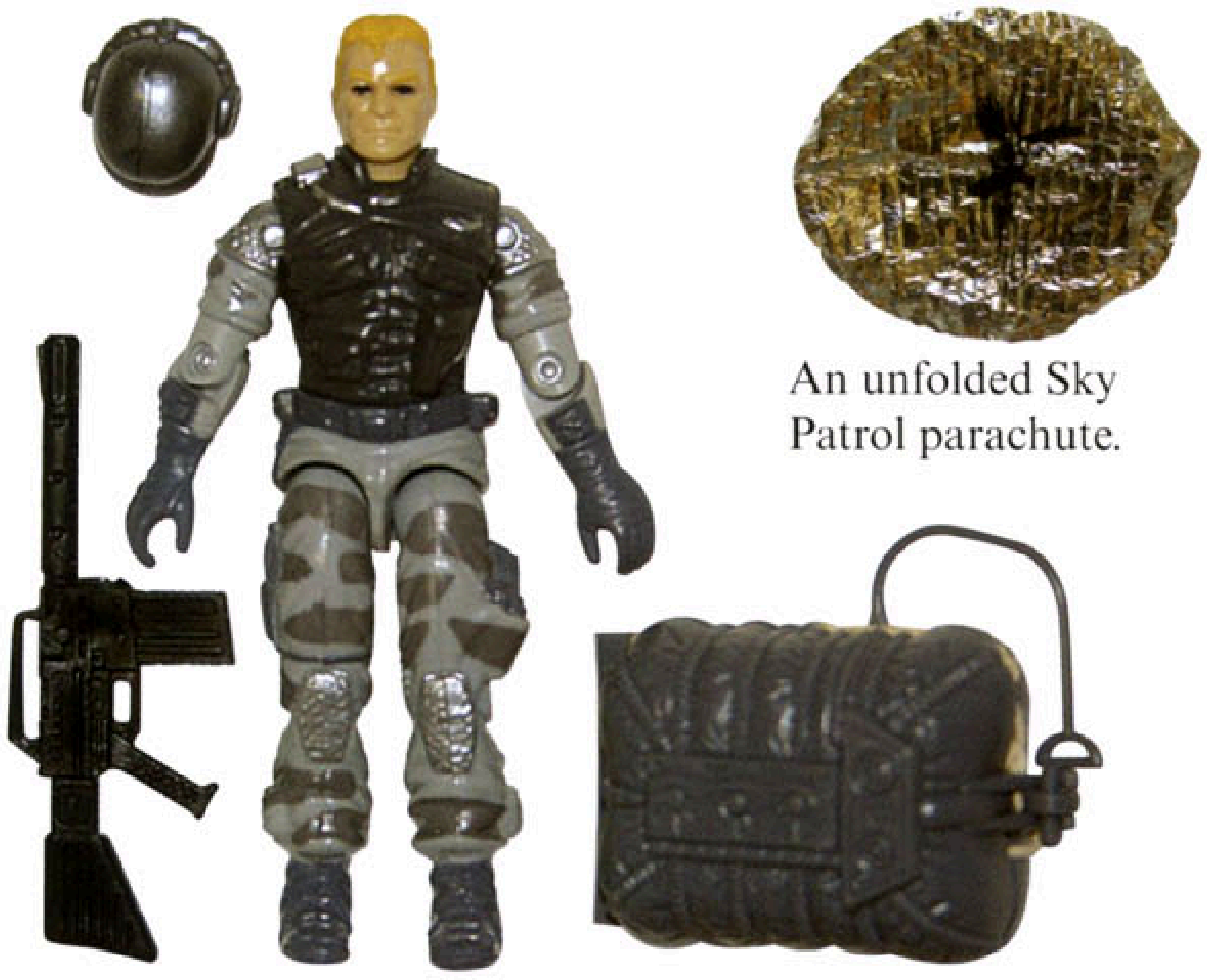
Sky Patrol

"With working silver parachutes," the sub-team of six Sky Patrol characters utilized re-outfitted action figure bodies, yet were provided with new accessories and head sculpts. The back of their toy packages reads: "Command of the air is crucial to determining the outcome of a battle. Sky Patrol, G.I. Joe's elite six-man airborne unit, uses advanced stealth technology and sophisticated laser weaponry to clear the sky of Cobra aerial assault crafts." In missives to Hasbro, Larry Hama's original code name for the Sky Patrol Team was "F.L.A.S.H. Force," where the origins of the acronym "F.L.A.S.H." are unknown and lost in time. The Sky Patrol subset is quite popular with collectors because of the action figures' opening silver foil parachutes and muted uniform colors.

(Sky Patrol) Airborne

Sky Patrol Parachute Assembler

(Includes: Parachute, Rifle, Helmet, Backpack, Instructions)



An unfolded Sky Patrol parachute.

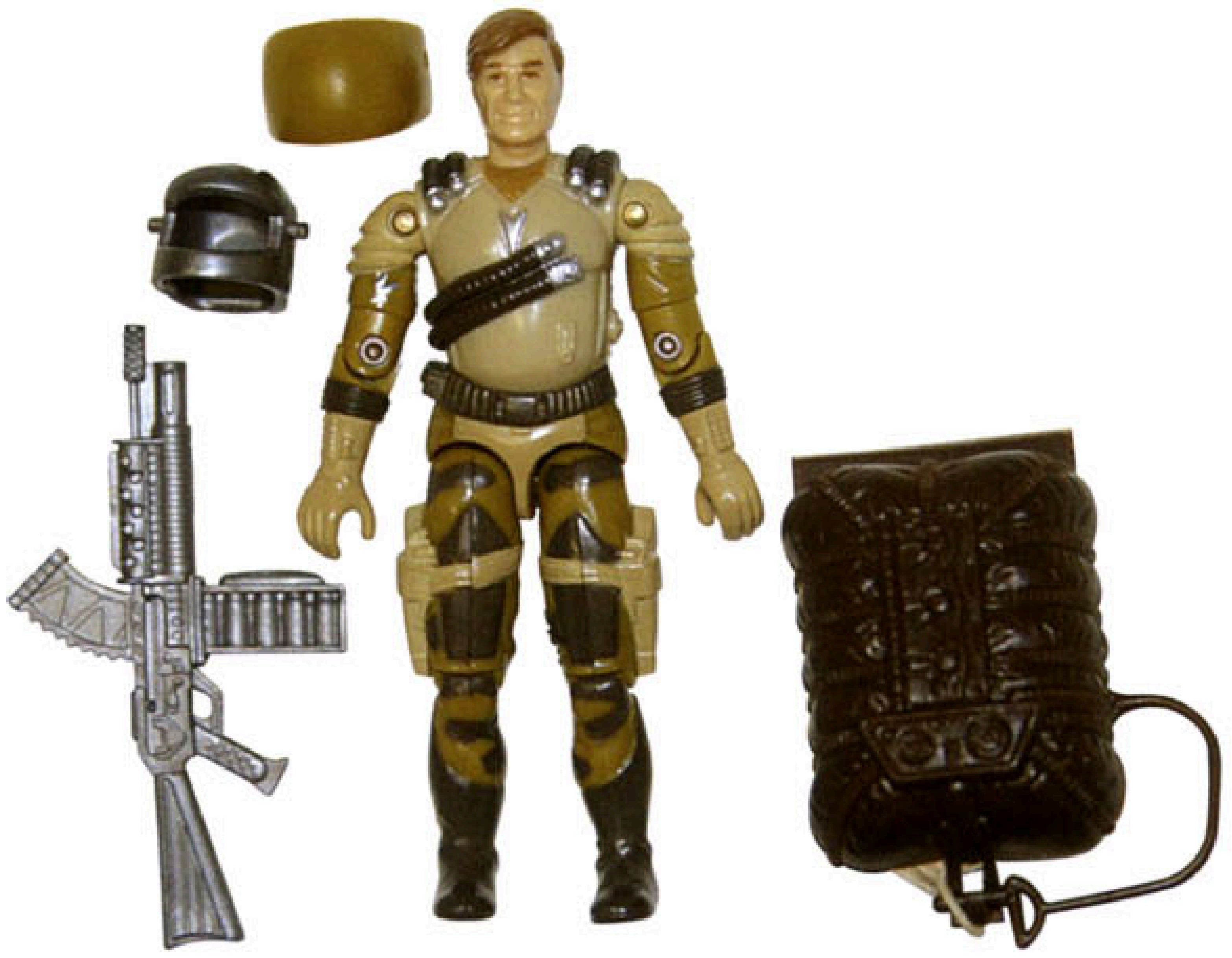
With the PMS (Primary Military Specialty) of "Parachute Rigger" (U.S. Army designation = 43E) and an SMS (Secondary Military Specialty) of "Medical Specialist" (91B), Sky Patrol Airborne is not the same character as the G.I. Joe's original Helicopter Assault Trooper (see Airborne, 1983), and furthermore, these two soldiers do *not* share the same file name. This version of Airborne is the Sky Patrol's parachute assembler, and Larry Hama provided him with the prototype code name of Rigger.

MOC: **$36-48**, MLC: **$22-26**

(Sky Patrol) Airwave

Sky Patrol Audible Frequency Specialist

(Includes: Parachute, Gun, Helmet, Face Shield, Backpack, Instructions)



Airwave is the Sky Patrol paratroopers' communications specialist with the prototype PMS (Primary Military Specialty) of "Infantry" (U.S. Army designation = 11B) and an SMS (Secondary Military Specialty) of "Radio Operator" (05B). Airwave is well-liked by his squad because. His knowledge and skills aren't theoretical; they are absolutely practical where it counts the most—out in the FIELD!" (from the prototype dossier).

MOC: **$36-48**, MLC: **$22-26**

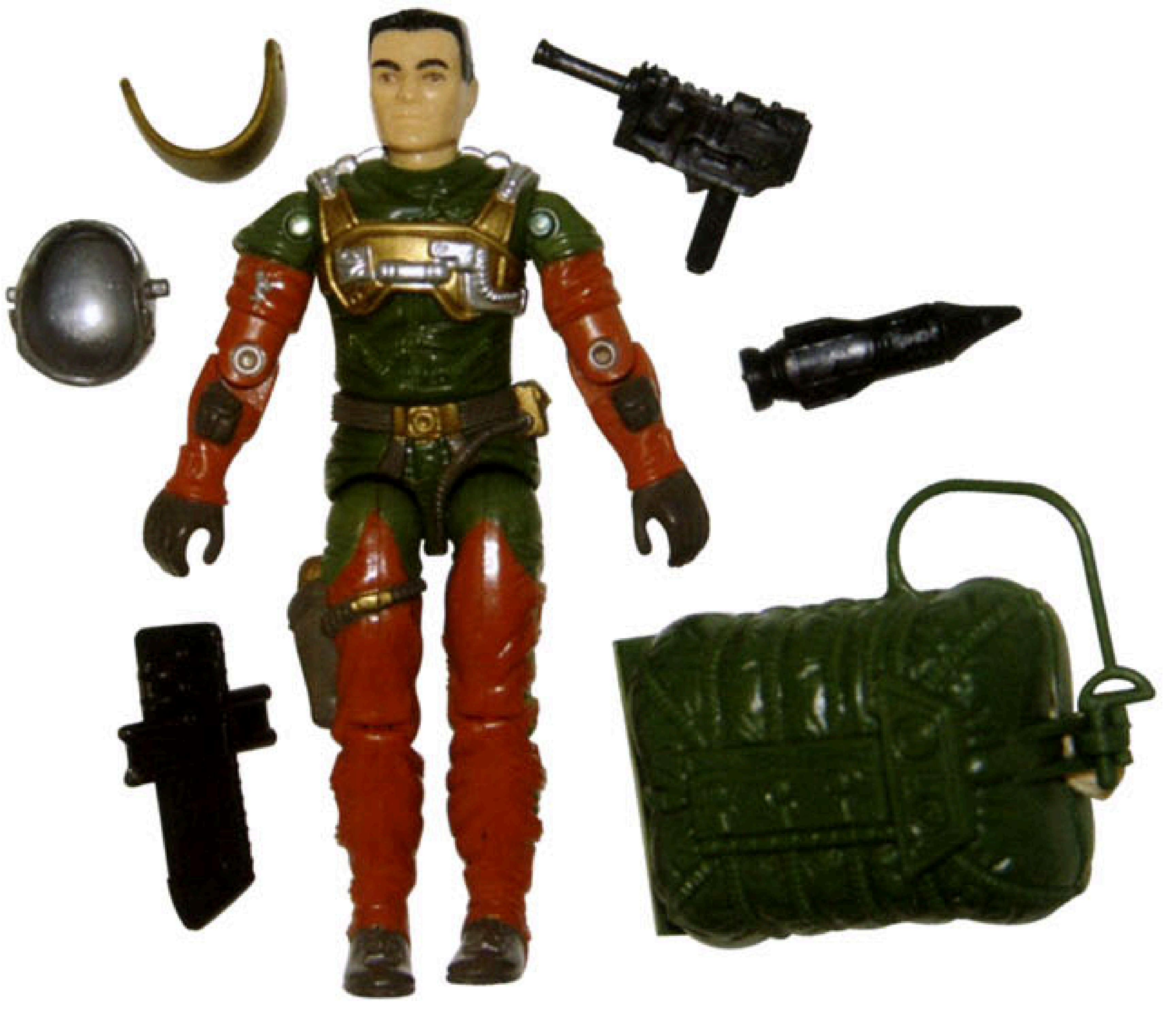
(Sky Patrol) Altitude

Sky Patrol Recon Scout

(Includes: Parachute, Helmet, Gun, Missile w/Mount, Face Shield, Backpack, Instructions)

Altitude's alternate code name was Geronimo!, and he had the prototype PMS of "Infantry" (U.S. Army designation = 11B) and SMS of "Illustrator" (81E), and as a soldier he functions as Sky Patrol's recon scout. As the third Native American member of the G.I. Joe Team (see Airborne [1983] and Spirit [1984]), Altitude is "...a full-blooded Apache Indian and the son of a famous Hollywood stunt man."

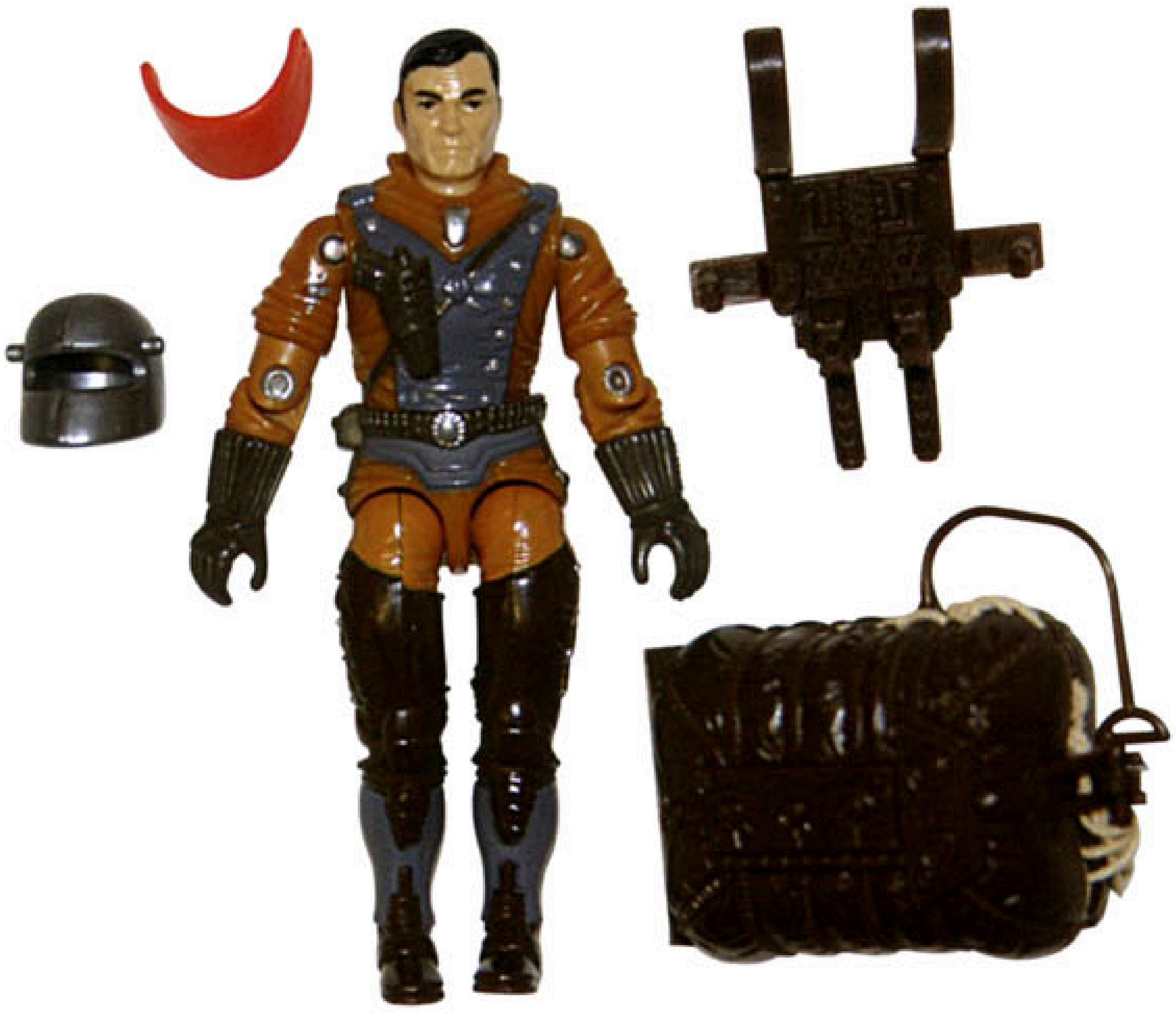
MOC: **$36-48**, MLC: **$22-26**



(Sky Patrol) Drop Zone

Sky Patrol Weapons Specialist

(Includes: Parachute, Helmet, Gun, Face Shield, Backpack, Instructions)



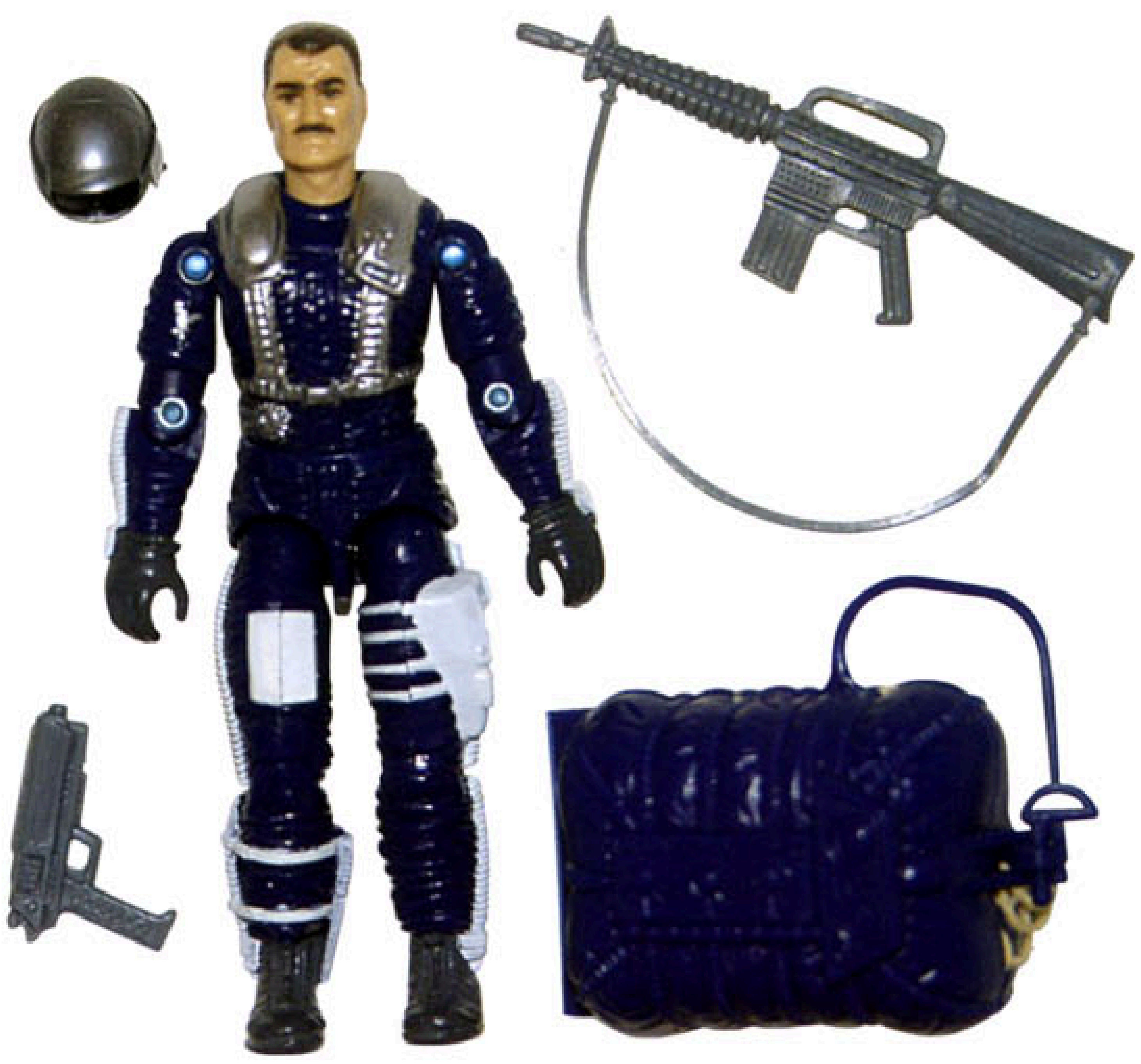
Drop Zone is the Sky Patrol weapons specialist, with a prototype PMS of "Infantry" (U.S. Army designation = 11B) and an SMS of "Small Arms Armorer" (45B). Furthermore, the character's prototype Peer Personality Profile proves how Hasbro sometimes edited out (or excised entirely) Larry Hama's finished dossiers, for the freelance writer provided the company with two different profiles, yet the company constructed their own mass-produced file card from of Mr. Hama's dossiers.

MOC: **$36-48**, MLC: **$22-26**

(Sky Patrol) Skydive

Sky Patrol Leader

(Includes: Parachute, Helmet, Rifle, Pistol, Backpack, Instructions)



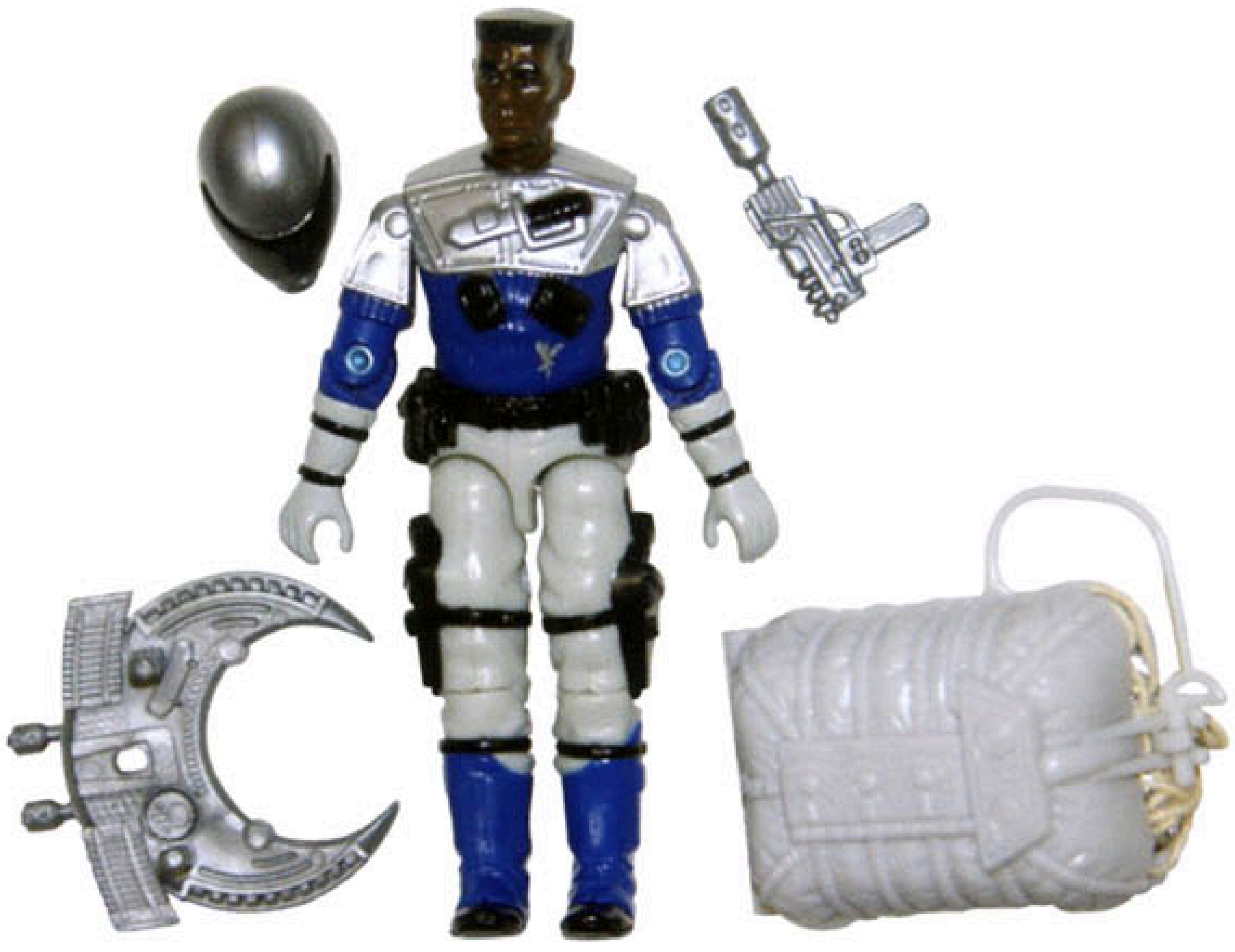
Skydive's prototype code name was Jump Master, and he functions as the Sky Patrol paratroopers' team leader. With the prototype PMS of "Infantry" (U.S. Army designation = 11B) and the SMS of "Personnel Administration" (75B), Skydive has been trained in leadership responsibilities throughout his Army career.

MOC: **$36-48**, MLC: **$22-26**

(Sky Patrol) Static Line

Sky Patrol Demolitions Expert

(Includes: Parachute, Gun Assembly w/Harness, Gun, Helmet, Backpack, Instructions)



Static Line functions as the Sky Patrol paratroopers' demolitions specialist, with the prototype PMS of "Infantry" (U.S. Army designation = 11B) and an SMS of "Explosive Ordnance Disposal" (55D). His SMS (Secondary Military Specialty) is described in detail on his prototype file card, where: "...the common perception of a demolitions expert is of a guy who blows things up. Static Line does the opposite; he prevents things from blowing up by defusing them or rendering them inert."

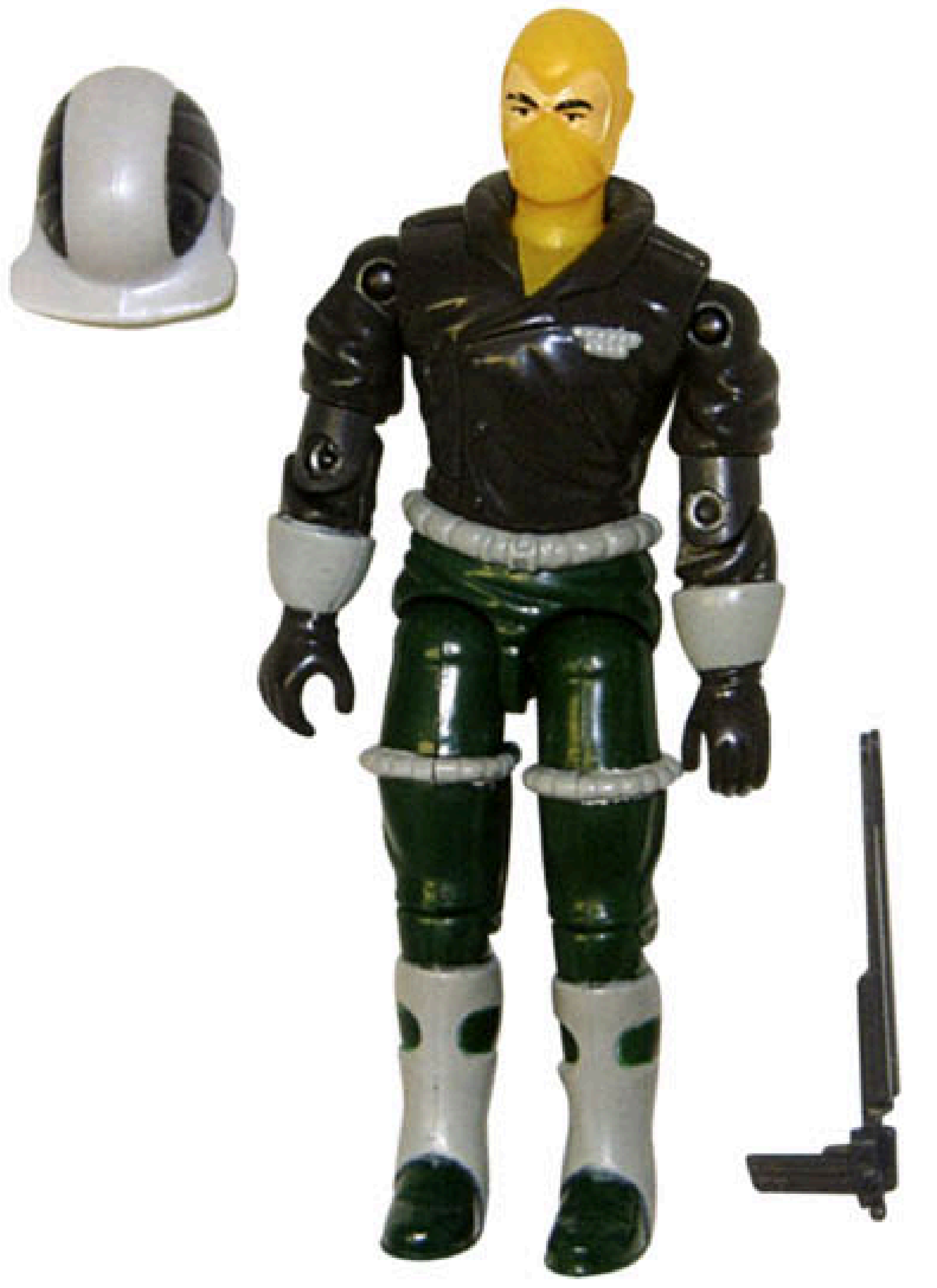
MOC: **$25-35**, MLC: **$15**

Decimator

Cobra Hammerhead Driver

(Includes: Helmet, Spear Gun)

Included with the Cobra Hammerhead.



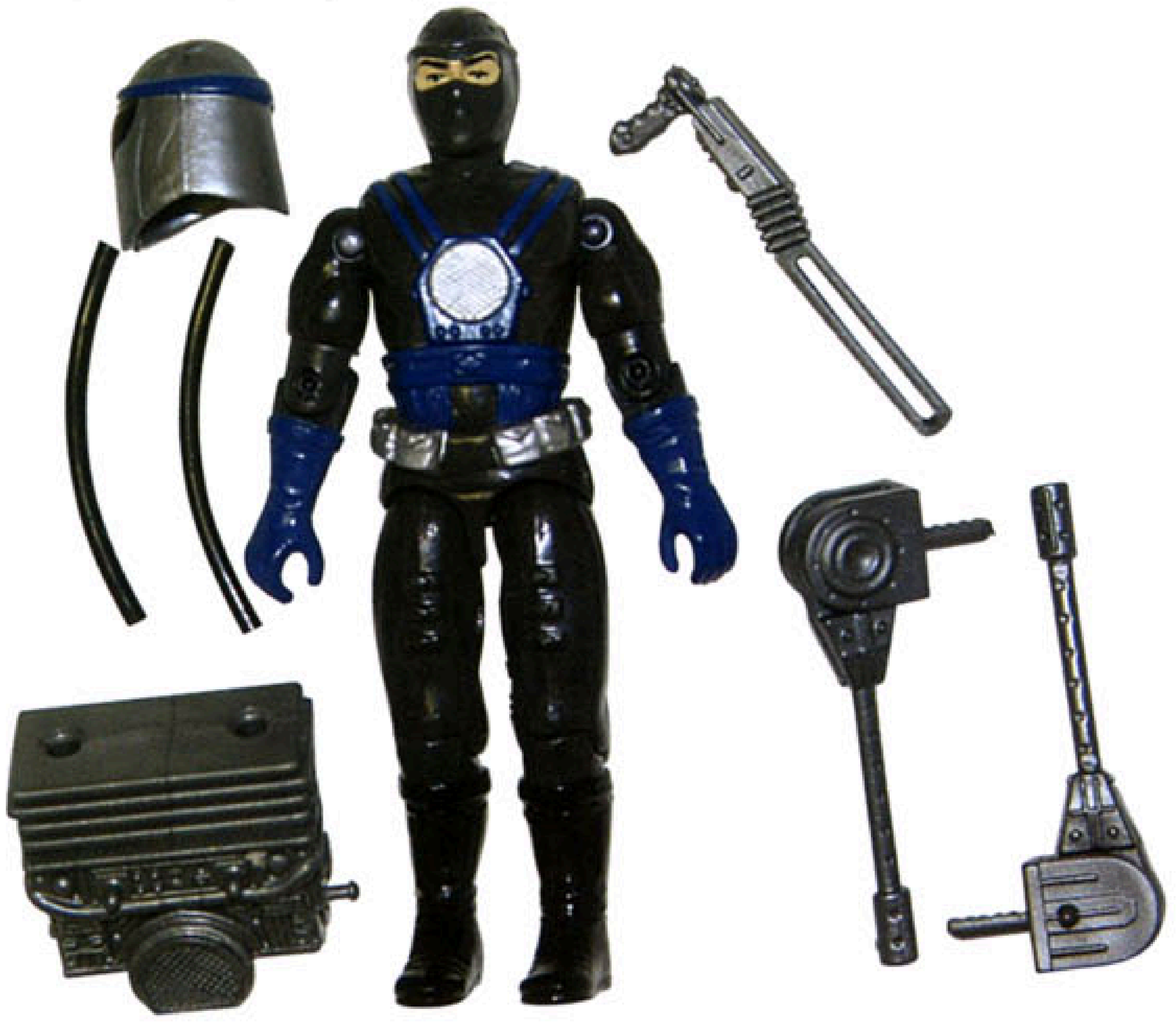
Like the Secto-Vipers (1988), the Decimators (whose prototype code names were "Panheads") guarded the beaches of Cobra Island [see Mercer, 1987] in their Hammerheads.

MOC: **N/A**, MLC: **$18-25**

LASER-VIPER

Cobra Laser Trooper

(Includes: Two Barrel-Laser Guns w/Two Bases, Control Arm, Two Hoses, Helmet, Backpack)



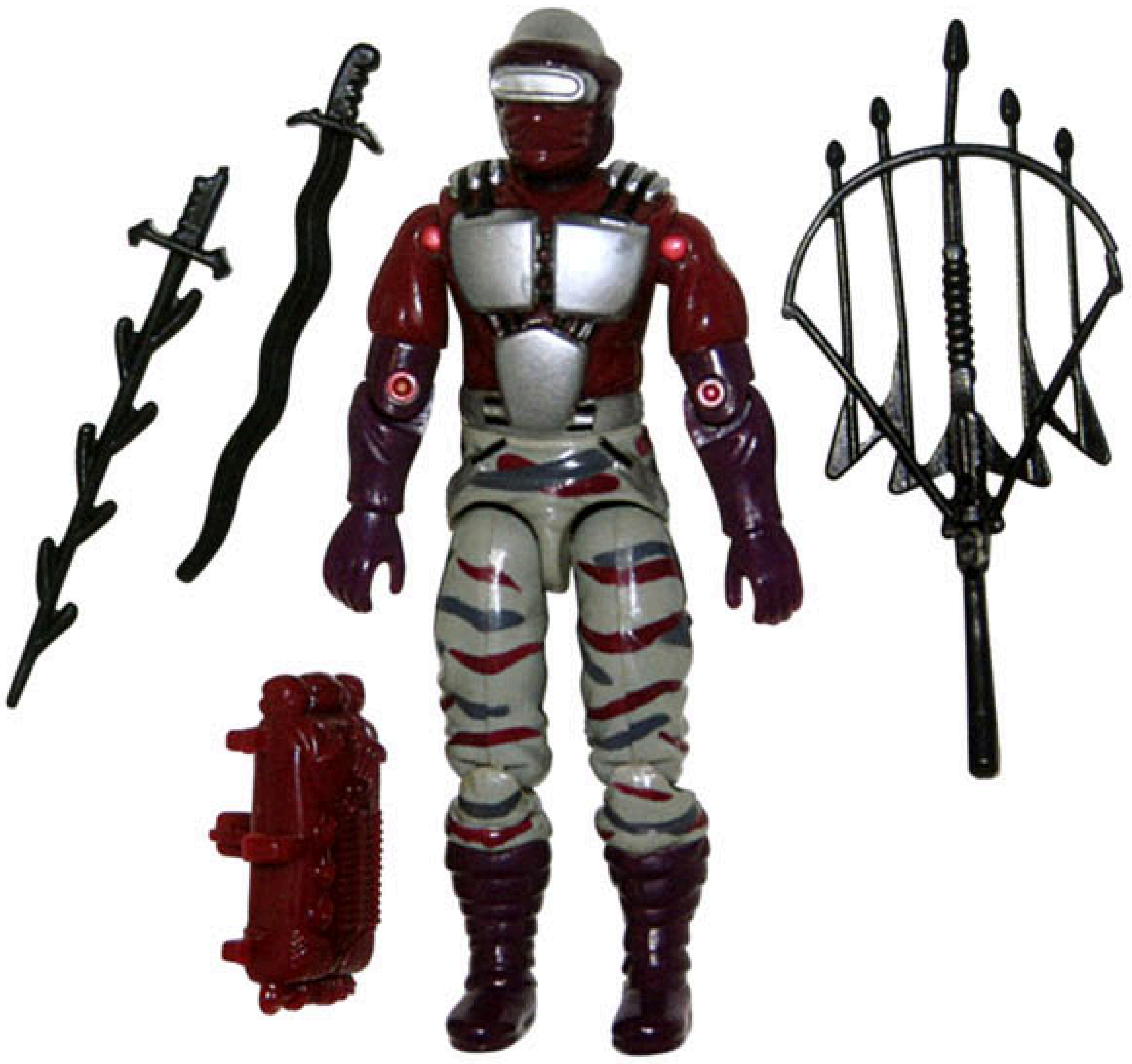
The job of a Laser-Viper is to illuminate targets for other Cobra troopers (1989), as stated in their file card.

MOC: **$25-30**, MLC: **$8-10**

NIGHT CREEPER

Cobra Ninja

(Includes: Crossbow, Two Swords, Backpack)



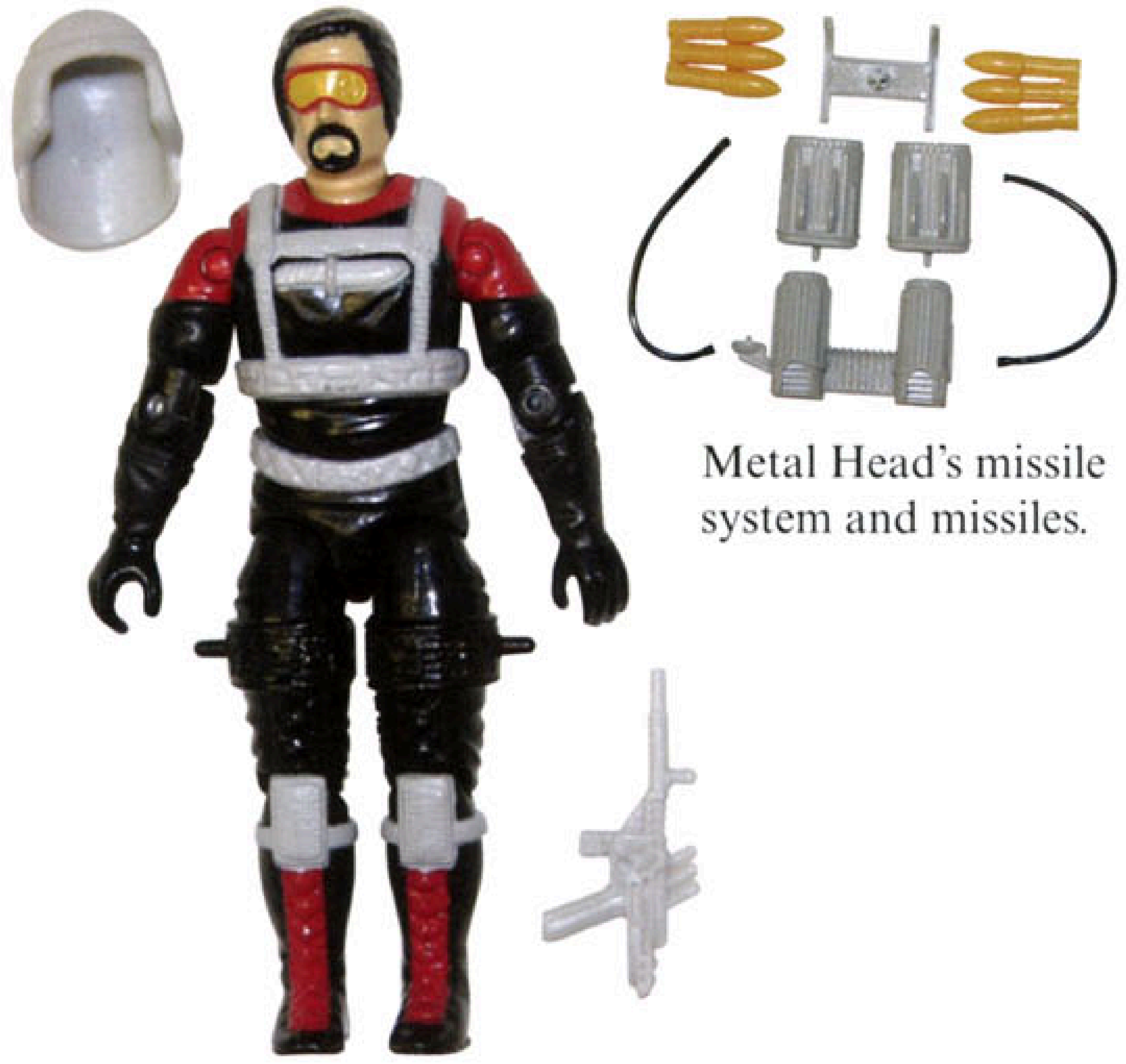
The Night Creepers, with their prototype code names of Ghost-Tigers, Brotherhood of the Were-Tigers, and Ghost-Dragons, were the high-tech Ninjas of Cobra Command. Provided here for the very first time in print, is an excised paragraph from their prototype file card: "We caught one of these Night Creepers in a steel deadfall trap. Before we could interrogate him, he *willed* himself into a coma, causing an electro-chemical shunt that was wired into his central nervous system to auto-destruct all the weapons and equipment he was carrying! We suspect his gear included image-intensifiers, radar deflectors, infra-red dissipaters, and holographic decoy projectors, all built into bulletproof armor panels!"

MOC: **$35-40**, MLC: **$8-12**

METAL-HEAD

Destro's Anti-Tank Specialist

(Includes: Gun, Six Missiles, Helmet, Two Hoses, Two Leg Missile Packs, Backpack w/Frame)



Metal Head's missile system and missiles.

There are two different variations of the leg pegs that Metal-Head's leg missile packs attach to; some samples are thin and more brittle, while others are thicker and sturdier. On the prototype dossier, Metal-Head had a bevy of operative code names: Tank-Buster, Tank-Zapper, Squash-Head Harry, Salvo, and Heat-Round. Metal-Head functioned as an anti-tank specialist for Destro's (1983, 1988) Iron Grenadiers (1988) team, and is considered to be: "...a walking anti-tank weapon."

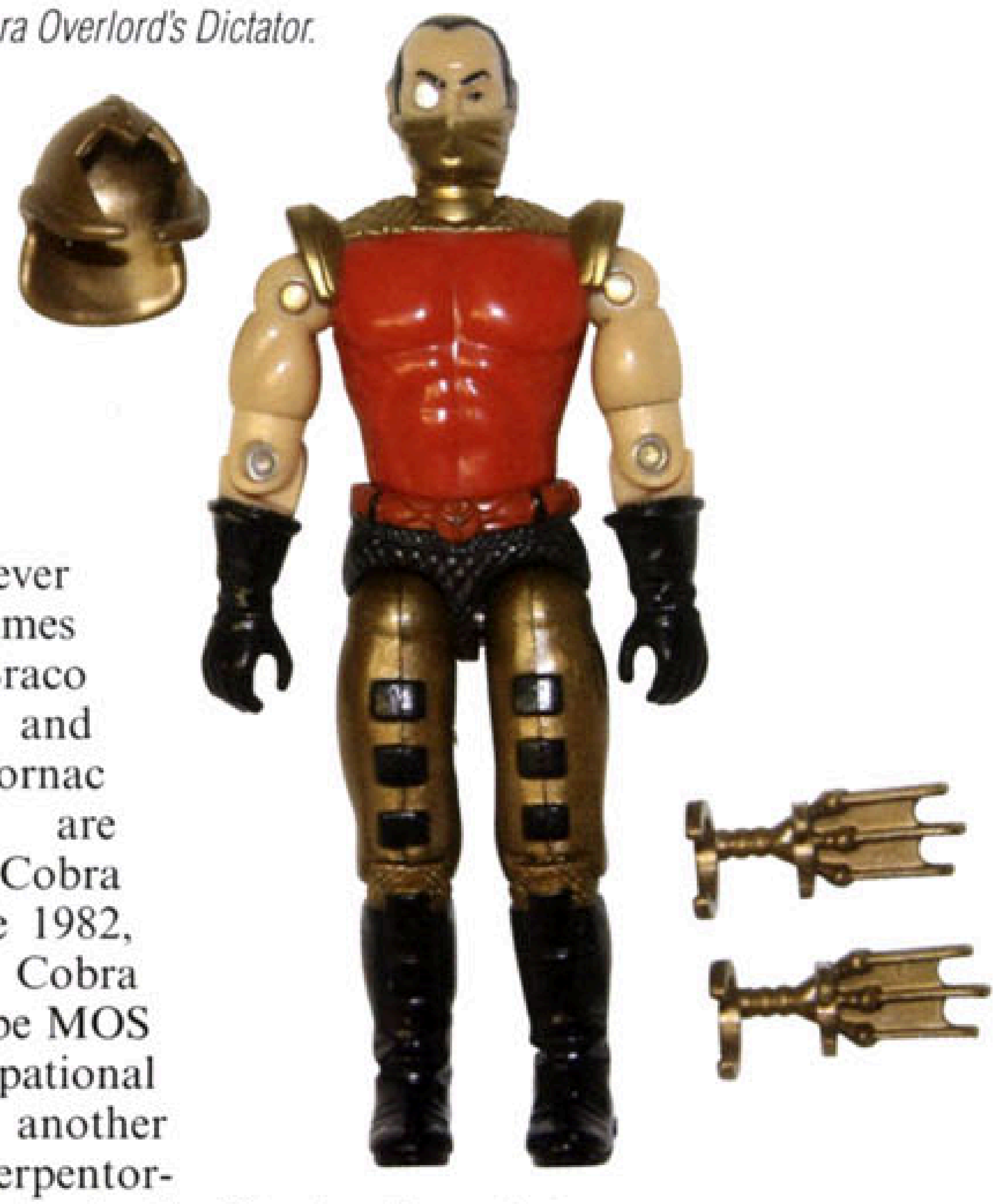
MOC: **$25-30**, MLC: **$8-10**

OVERLORD

Dictator Driver

(Includes: Helmet, Two Claws)

Included with Cobra Overlord's Dictator.



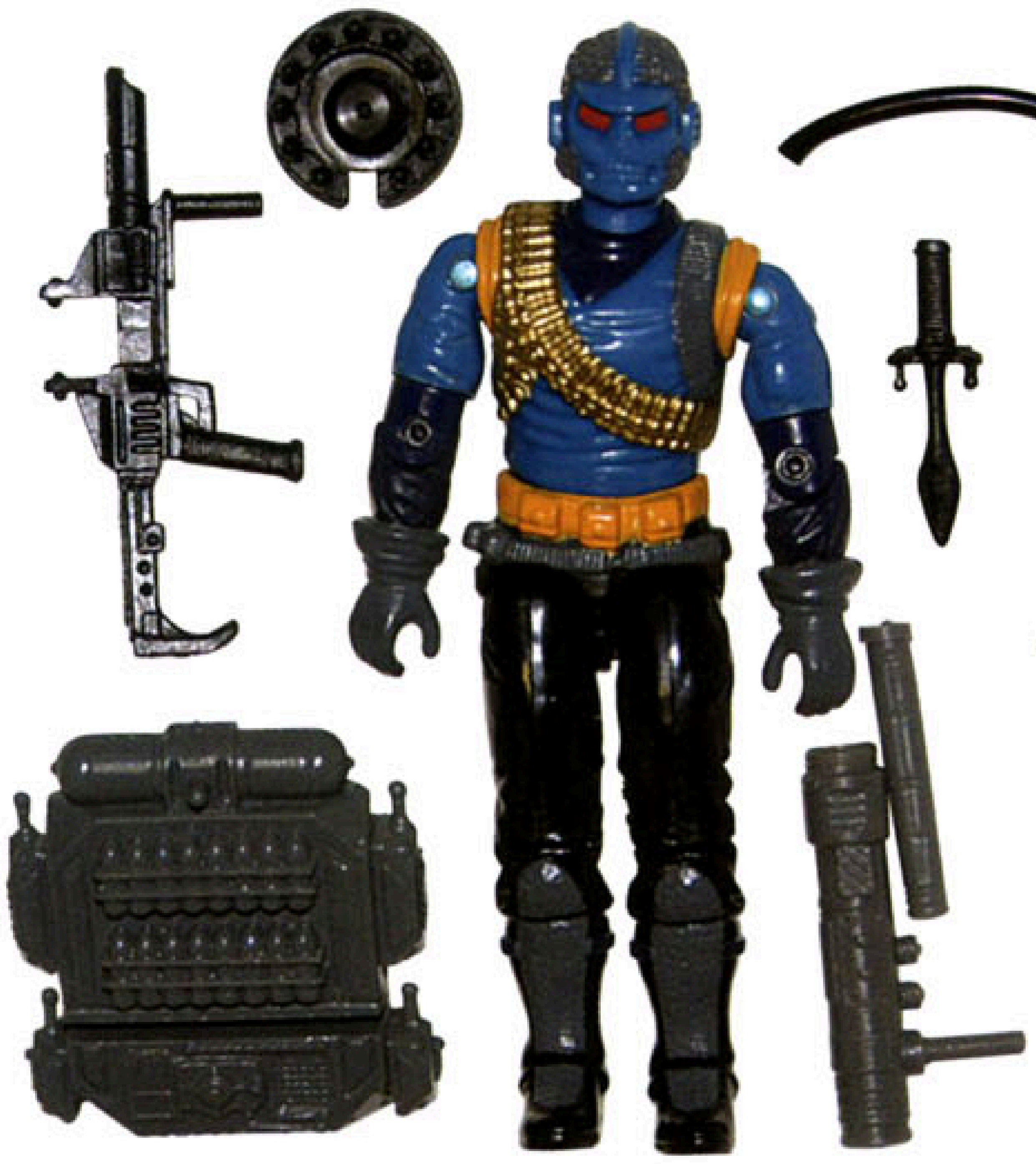
With the clever prototype code names of Cobra Khan, Braco Dracommen, and Carbo Medmornac (the last two are anagrams for "Cobra Commander" [see 1982, 1984, 1987]), the Cobra Usurper (prototype MOS [Military Occupational Specialty]) is yet another incarnation of a Serpentor-type [1986] character. In the Overlord's prototype file card, it suggests that Cobra Commander was ultimately defeated by Destro (1983, 1988) in combat, and this overthrow gave the Cobra Overlord his motivation to assume command.

MOC: **N/A**, MLC: **$8-12**

RANGE-VIPER

Cobra Wilderness Troopers

(Includes: Knife, Hose, Grenade Launcher, Mortar, Two-Piece Machine Gun, Backpack)



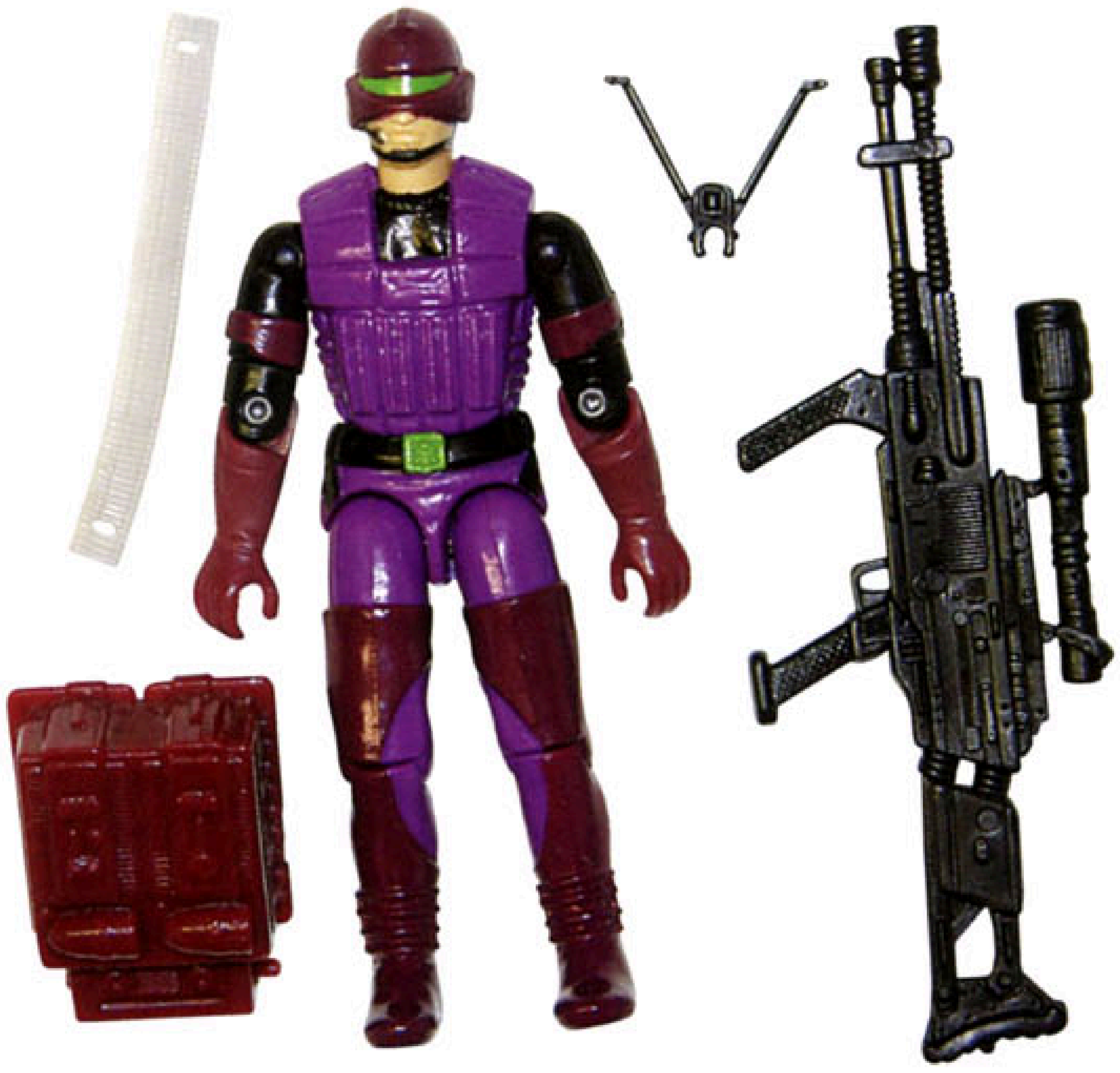
On their prototype file card, Cobra Range-Vipers were dubbed Bush Vipers, Badgers, Snake-Eaters, and Dingos, and their wilderness experience was delineated on their original dossier. Furthermore, the Range-Vipers' representative action figure has odd aesthetics, yet is fairly popular on the secondary market as a "troop builder."

MOC: **$18-30**, MLC: **$10-14**

S.A.W.-VIPER (SEMI AUTOMATIC WEAPONS)

Cobra Heavy Machine Gunners

(Includes: Heavy Machine Gun, Ammo Belt, Bipod, Backpack)



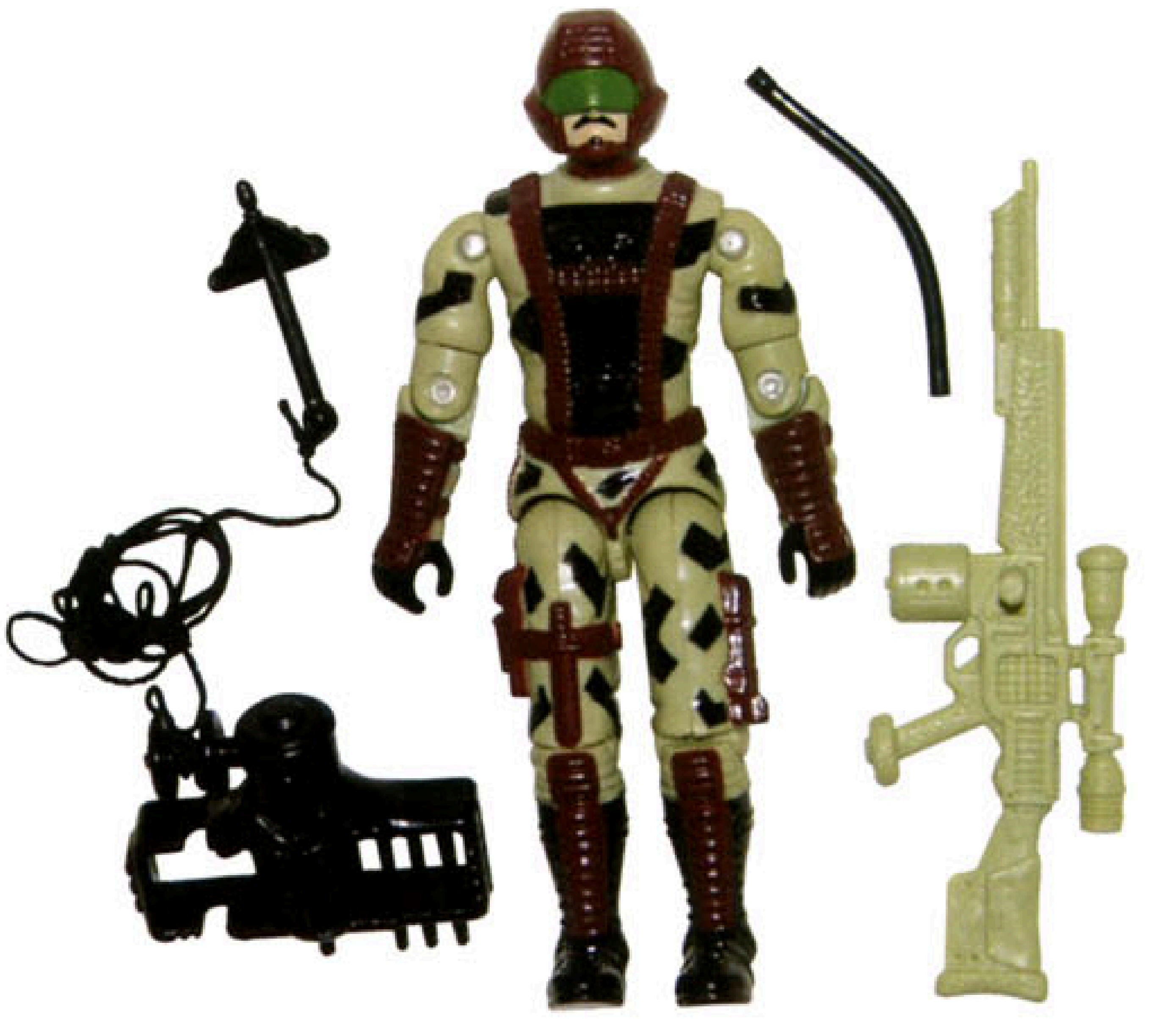
Originally called "C.L.A.W.-Vipers" (Cobra Light Automatic Weapons, from the prototype file card), the S.A.W.-Vipers' action figures have one of the largest machine guns of all the G.I. Joe characters. S.A.W.-Vipers are lethal and deadly Cobras, and the technology that supports them is highly advanced, as evinced on his file card.

MOC: **$25-32**, MLC: **$8-12**

ROCK-VIPER

Cobra Mountain Trooper

(Includes: Rifle, Pistol, Rope, Hose, Grappling Hook, Backpack)



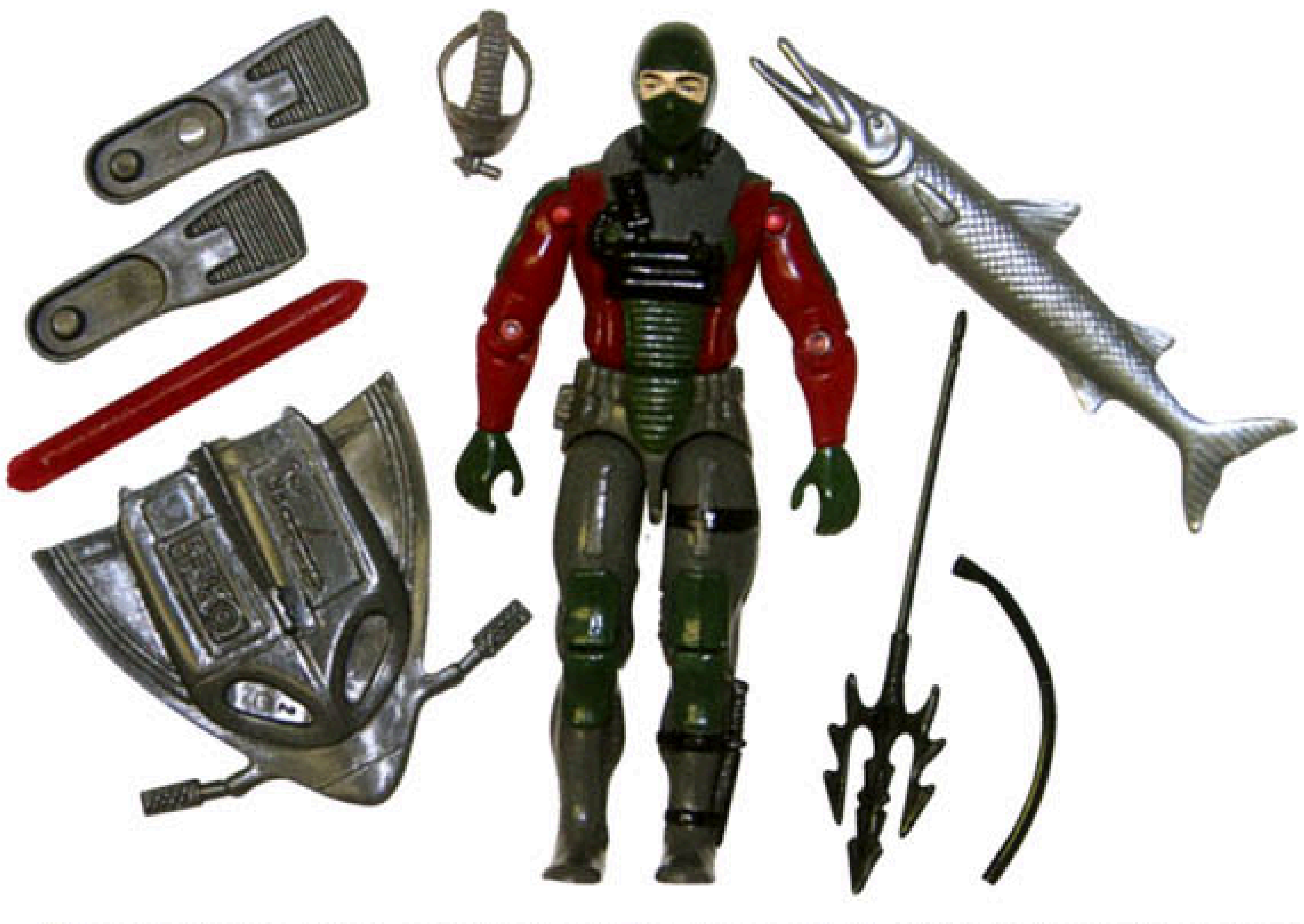
The Rock-Vipers endure unspeakable hardship immediately before making their appointment to the Cobra Rock Viper Corps. The plastic representation of Rock-Vipers is an interesting troop-builder, as these action figures should represent an individual, nameless solider, yet the toy itself sports a painted moustache (similar to the Aero-Viper [1988]).

MOC: **$25-30**, MLC: **$9-12**

UNDERTOW

Destro's Frogmen

(Includes: Barracuda, Trident, Mask, Torpedo, Riding Skiff, Hose, Two Flippers)



The Undertow are members of Destro's (1983, 1988) Iron Grenadiers (1988), and function as "Destro's Underwater Destroyers" (from the prototype MOS) that will go to any length to achieve their objective.

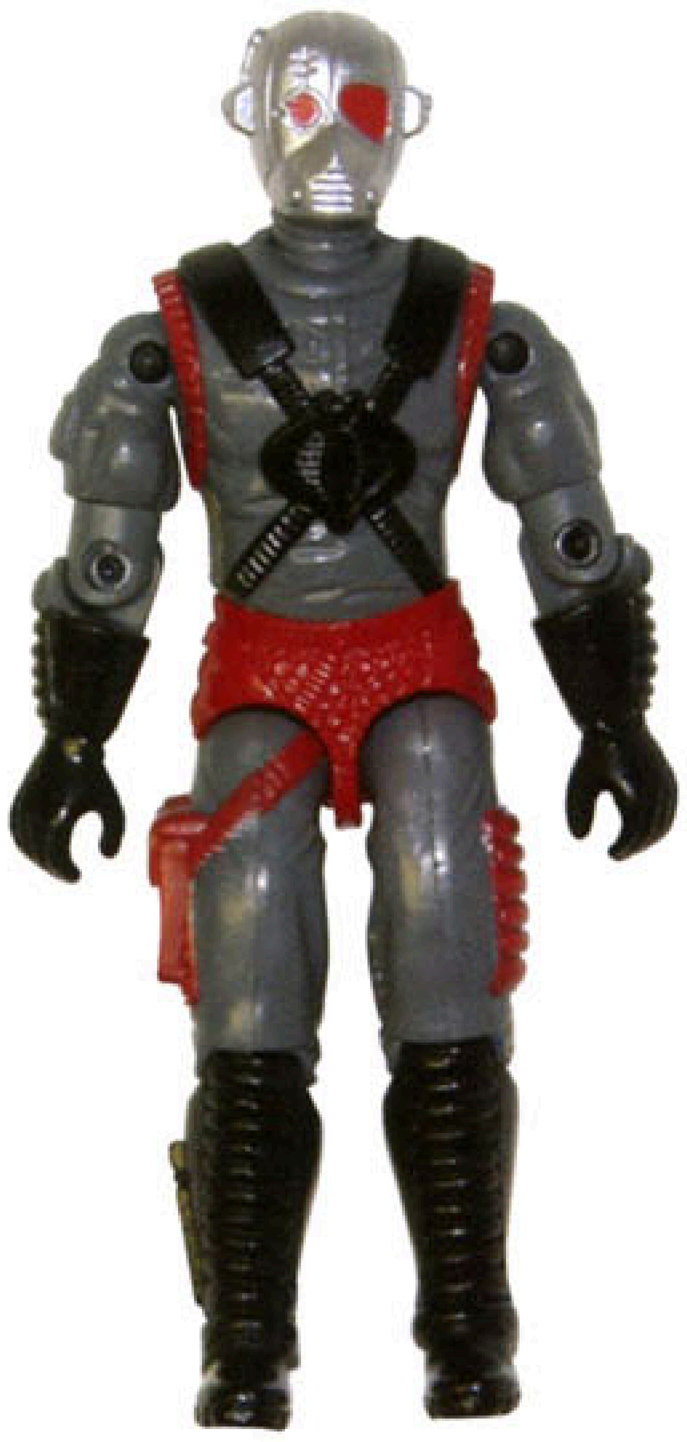
The Undertow's (prototype code names: Submarauders, River-Rats) Peer Personality Profile was changed a bit from its prototype incarnation: "Undertow will swim through ANYTHING! You definitely don't want to get into a fight with one of these slimy characters, especially if you have any open cuts and haven't had a tetanus booster recently! Your best bet is to run away and throw grenades from behind cover!"

MOC: **$22-30**, MLC: **$10-12**

VAPOR

Cobra Hurricane Pilot

Included with Cobra Hurricane V.T.O.L.



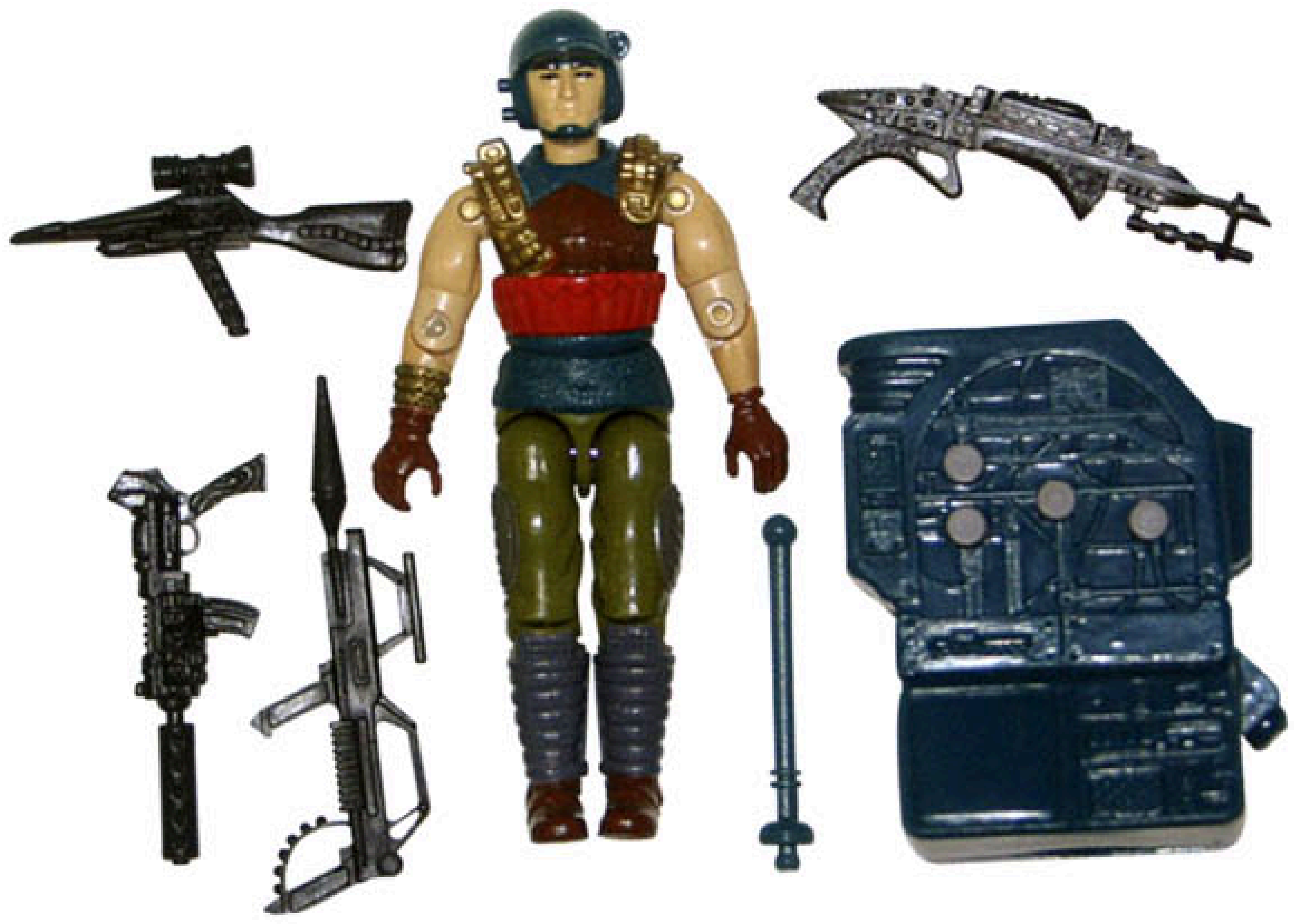
Akin to the Star-Vipers (1988), these "VTOL [Vertical Take-Off and Landing] tactical fighter pilots of the Cobra Air Legions have direct shunts from their optic nerves to their inboard targeting computers." This enables Vapor to engage a target instantaneously upon visual acquisition with an extremely high first-hit-probability."

MOC: **N/A**, MLC: **$18-25**

(SONIC FIGHTERS) DODGER

Heavy Ordnance Operator

(Includes: Four Sonic Weapons—Pistol, Machine Gun, Laser Rifle, Laser Pistol)



Sonic Fighter Dodger's file card was written in-house by Hasbro and sent to Larry Hama for approval and corrections. It should be noted that there are two different versions of Dodger's Sonic Backpack—one with raised edges around the buttons, one without. For a full bio of this figure, see Dodger (1987).

MOC: **$18-22**, MLC: **$6-10**

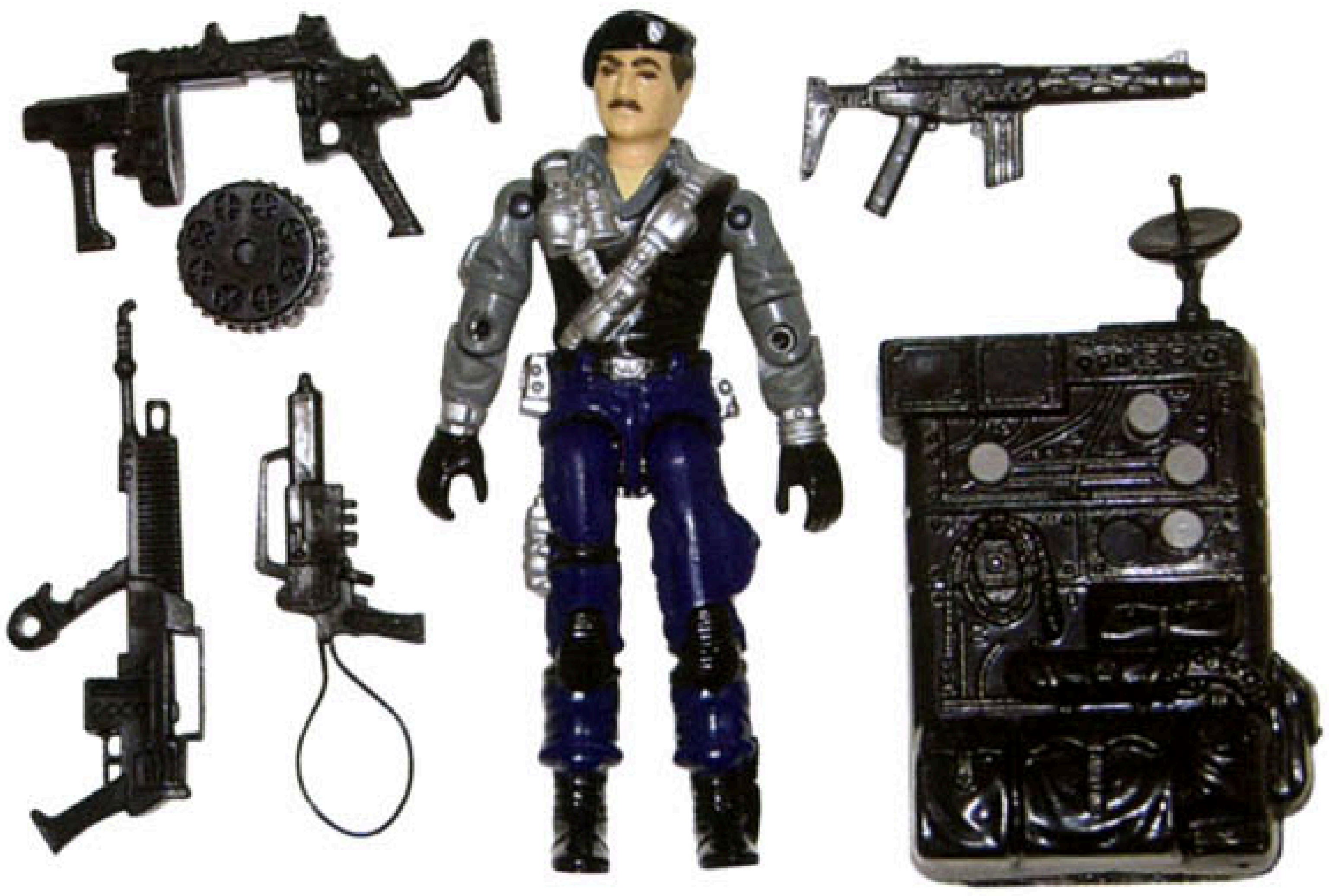
SONIC FIGHTERS

The text printed on the card backs for Series XI's Sonic Fighter action figures ("Modern Army Action Figures with Sound!") reads as follows: "These specially trained front line fighters blast into action, equipped with a devastating arsenal of battle-ready weapons! Take command of these front line commandos and put the sounds of battle at your fingertips! (Use your Sonic Backpack as a Hand-held Weapon!)" It should be noted that the file cards for these six characters were the very first that were written "in-house" by Hasbro, as Mr. Hama was used simply as a consultant (being sent these six dossiers to edit and then send them back to Hasbro).

(SONIC FIGHTERS) DIAL-TONE

Communications

(Includes: Four Sonic Weapons—Laser Pistol, Laser Rifle, Machine Gun, Laser Gun)



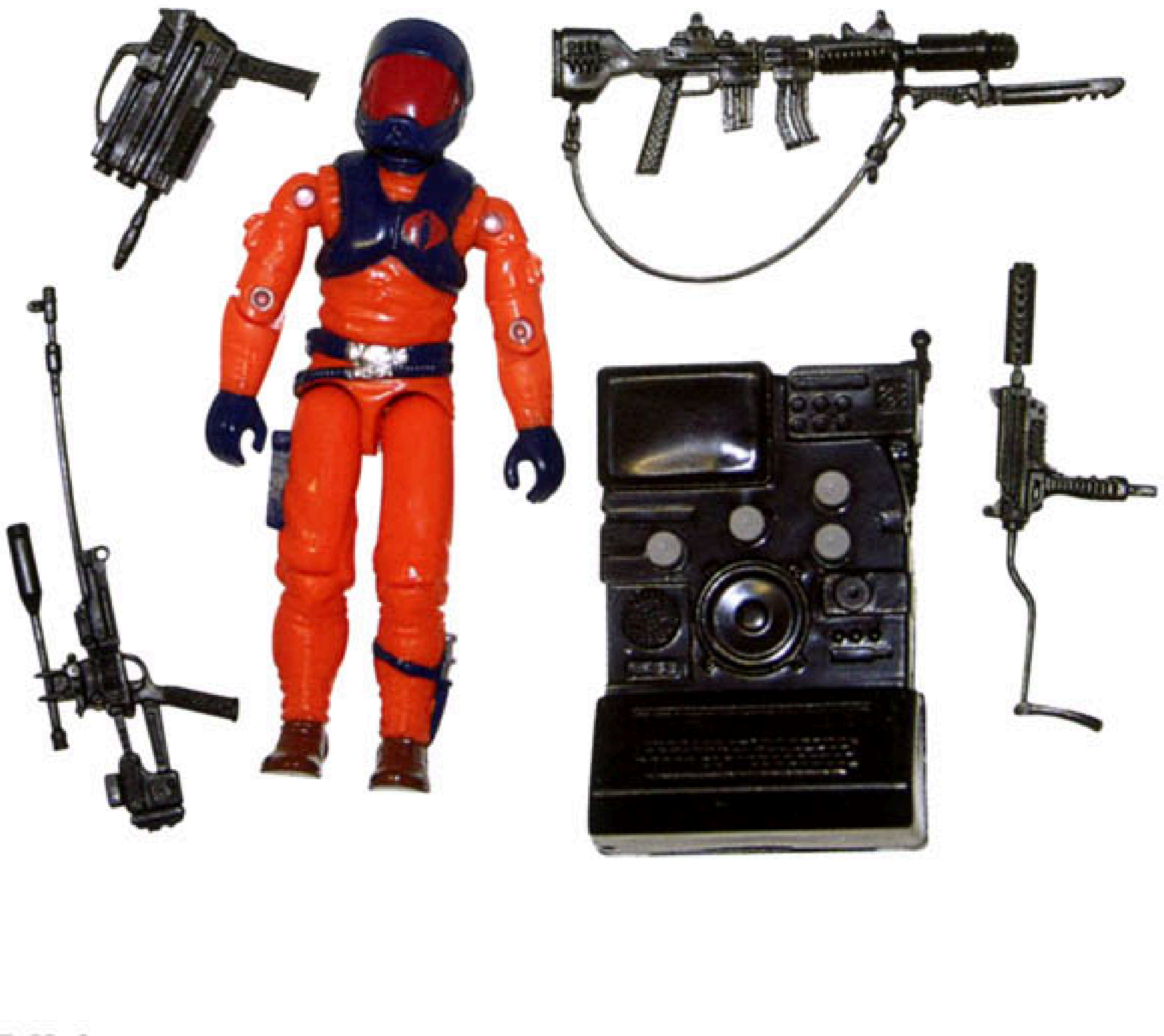
It appears that Sonic Fighter Dial Tone's file card was written in-house by Hasbro, then sent to Larry Hama for heavy "noting." Regardless, the G.I. Joe communications specialist has an all-new mass-produced file card in Series IX, and a new list of weapons specializations with his affiliation on the Sonic Fighters team.

MOC: **$18-22**, MLC: **$10**

(SONIC FIGHTERS) LAMPREYS

Amphibious Assault Troopers

(Includes: Four Sonic Weapons—Machine Gun, Laser Rifle, Laser Pistol, Pistol)



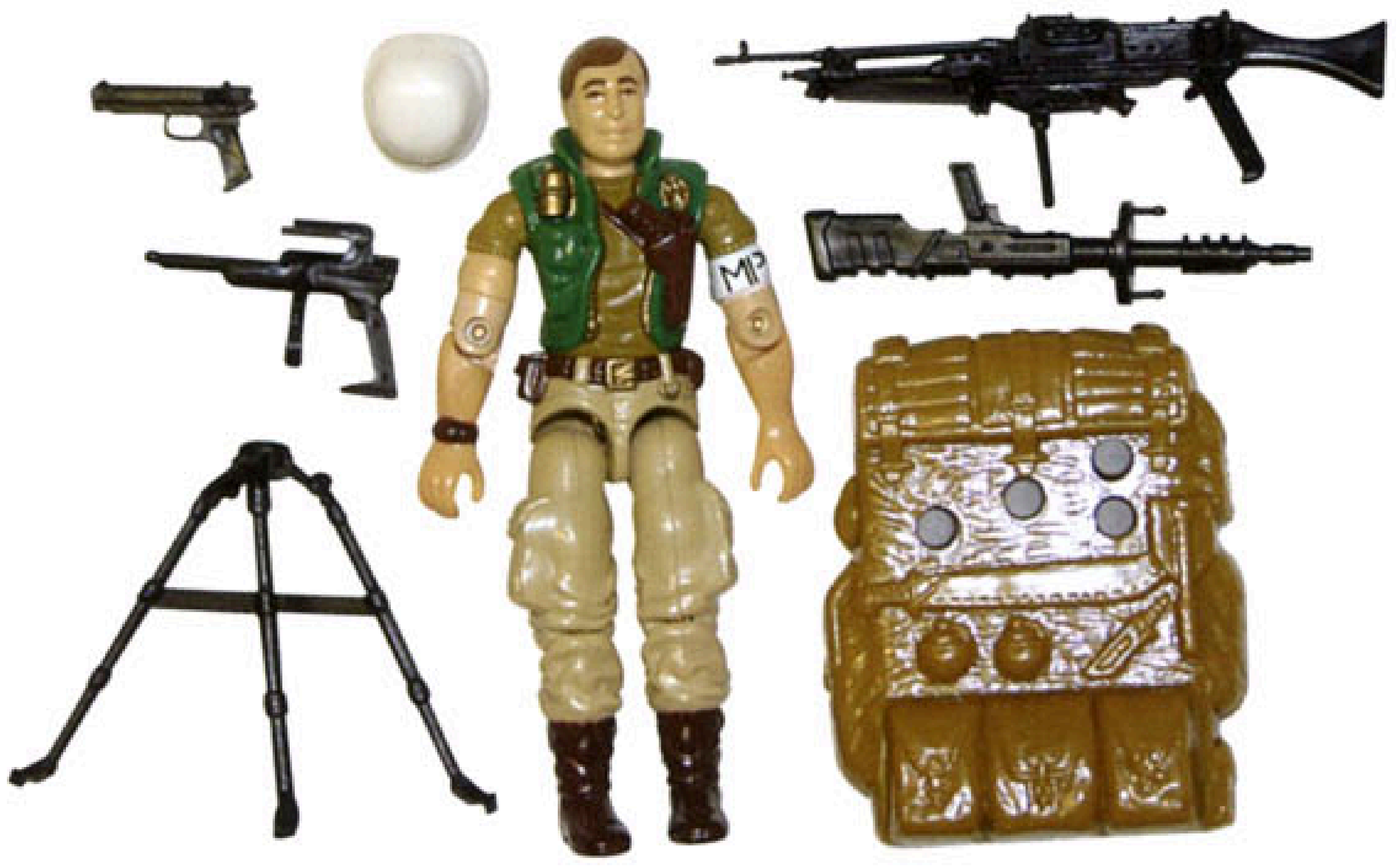
Similar to the rest of the Sonic Fighters action figures, Lamprey's file card was written by Hasbro in-house and sent to Larry Hama for approval and heavy "noting." For instance, the notes provided on Lamprey's file card were actually guidelines for the rest of the six Sonic Fighters figures' weapons (as written by Mr. Hama). For a fuller biography of Lampreys, see 1985.

MOC: **$22-30**, MLC: **$10**

(Sonic Fighters) Law

M.P.

(Includes: Four Sonic Weapons—Pistol, Machine Gun, Laser Pistol, Laser Rifle)



At this point in the history of the vintage G.I. Joe line, Hasbro began writing their action figure dossiers in-house and sending them out for Larry Hama to edit. Here, is Hasbro's original draft of Sonic Fighter Law's file card: "Law's been pounding a beat as head of security of G.I. Joe for a mighty long time. He's stubborn, mule-headed and won't give up a fight, no matter how outnumbered or outgunned he might be. So when the Sonic Fighters Division was looking for someone to protect the most expensive and highly classified equipment in the entire G. I. Joe arsenal, Law was the first man on the roster. A trained martial arts expert, Law is also Airborne qualified."

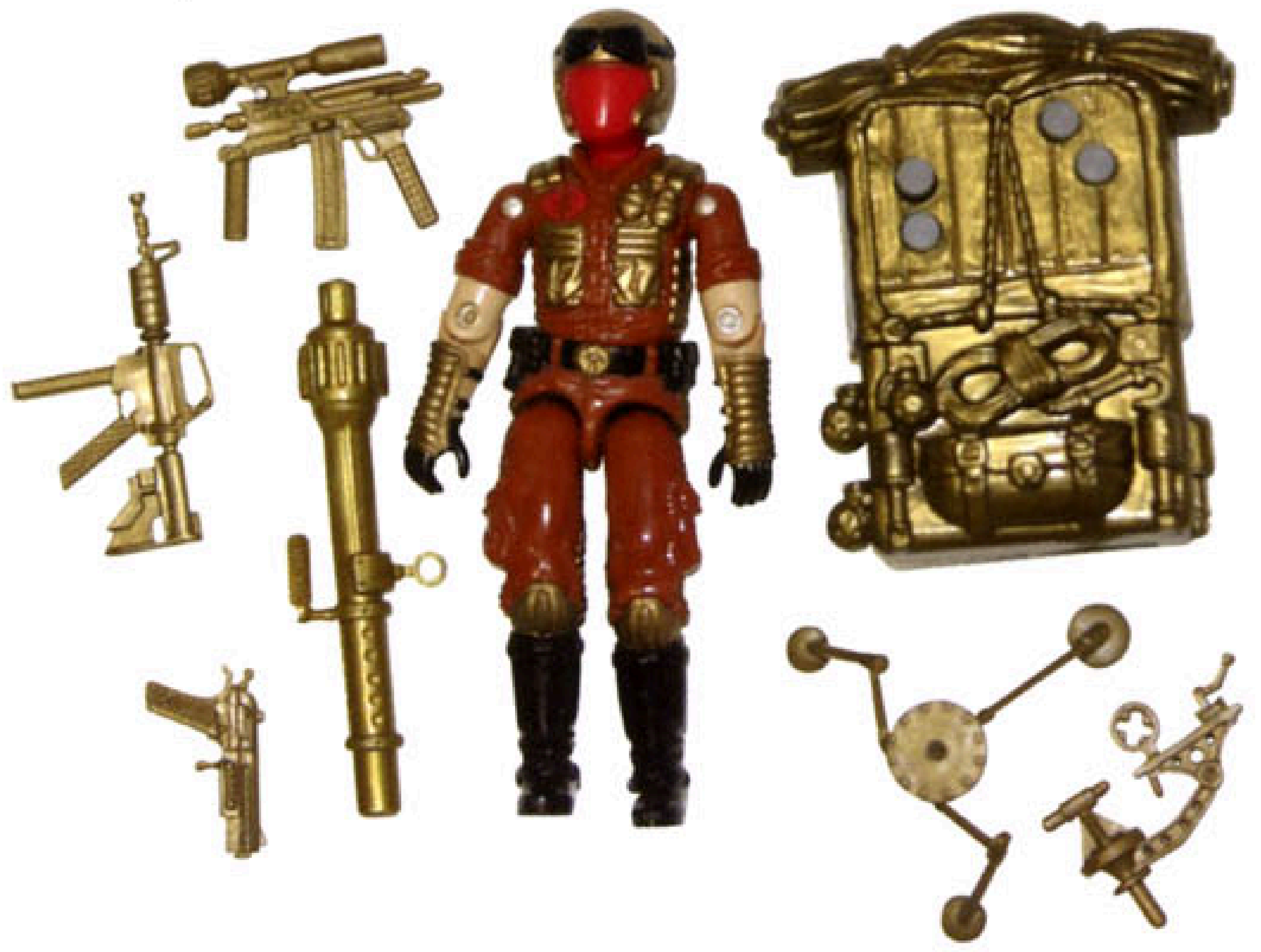
As a final note, there are two different versions of Law's Sonic Backpack—one with raised edges around the buttons, one without. For a full biography of this character, see Law (1987).

MOC: **$18-22**, MLC: **$6-10**

(Sonic Fighters) Viper

Cobra Infantryman

(Includes: Four Sonic Weapons—Laser Pistol, Missile Launcher, Pistol, Machine Gun)



Sonic Fighters Viper's dossier was edited by Larry Hama; afterward, Hasbro took the writer's suggestions into account. Therefore, the prototype file card is reproduced here for the very first time: "Vipers are considered the grunts in Cobra's Legions. If there's a dirty job that needs doing, these guys are first in line. And after a band of Cobra double-agents stole the plans to G.I. Joe's sonic weapons technology, and they needed somebody to test their own substandard, makeshift versions of these devastating high-tech weapons, the Vipers were immediately volunteered for the job."

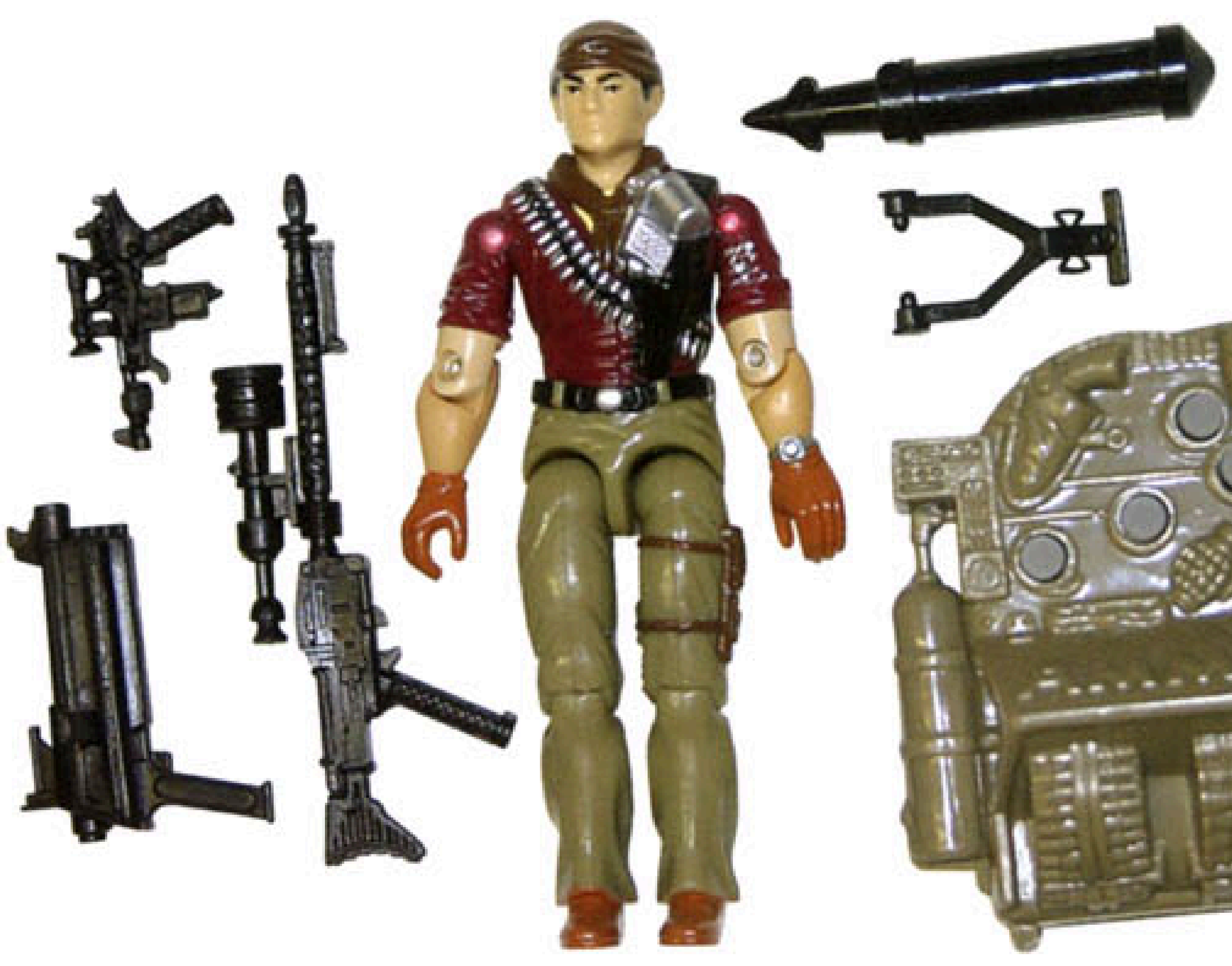
For a longer biography of this character, see Viper (1986).

MOC: **$22-30**, MLC: **$10**

(Sonic Fighters) Tunnel Rat

E.O.D.

(Includes: Four Sonic Weapons—Laser Pistol, Pistol, Missile Launcher, Machine Gun)

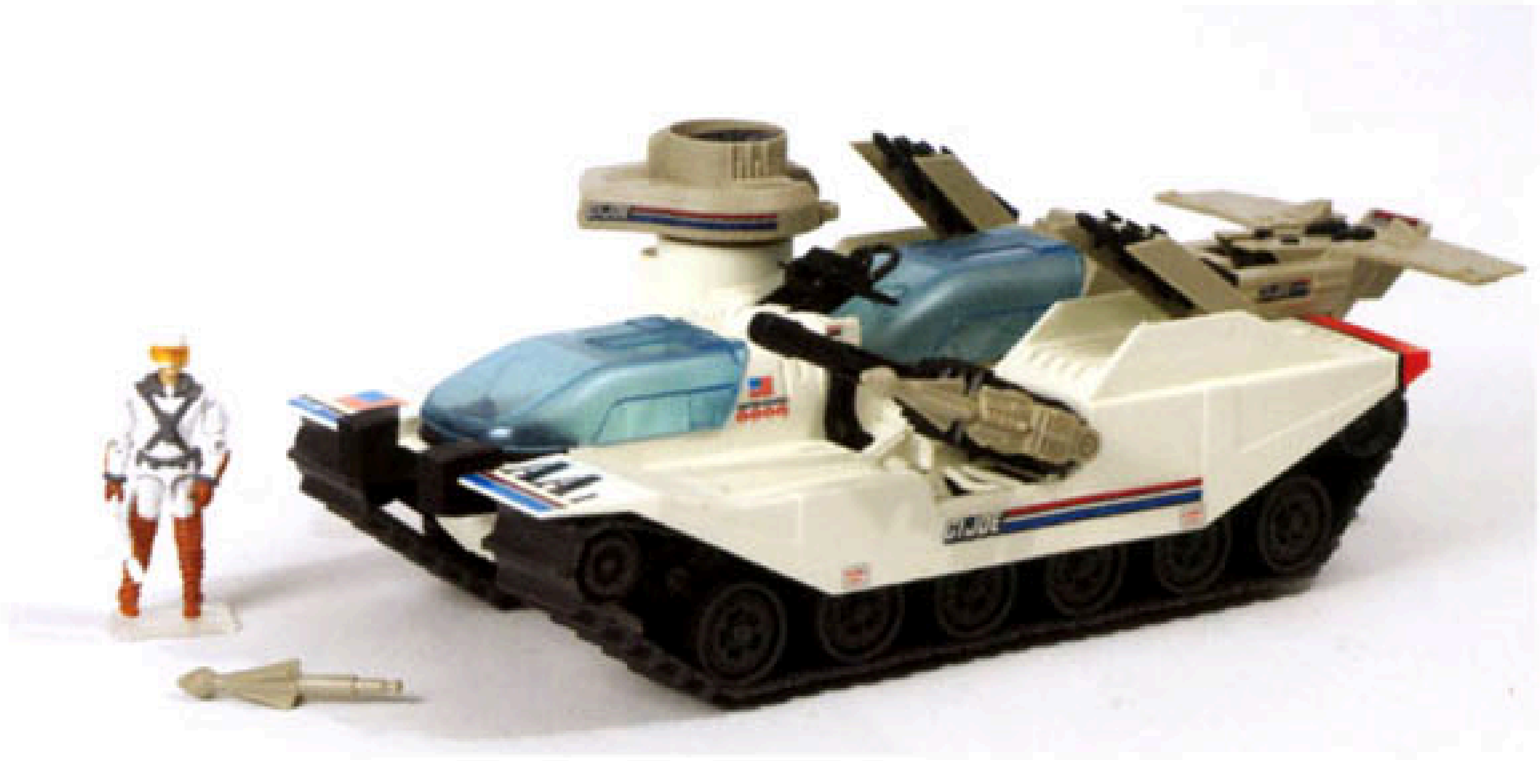


Larry Hama chose to downgrade Tunnel Rat's promotion to E-6 when he edited Hasbro's mass-produced file card before production. There were very few other notations on the dossier, which in essence delineates his prior military experience. For a more-involved biography of Tunnel Rat, see his listing in 1987.

MOC: **$18-22**, MLC: **$6-10**

Avalanche

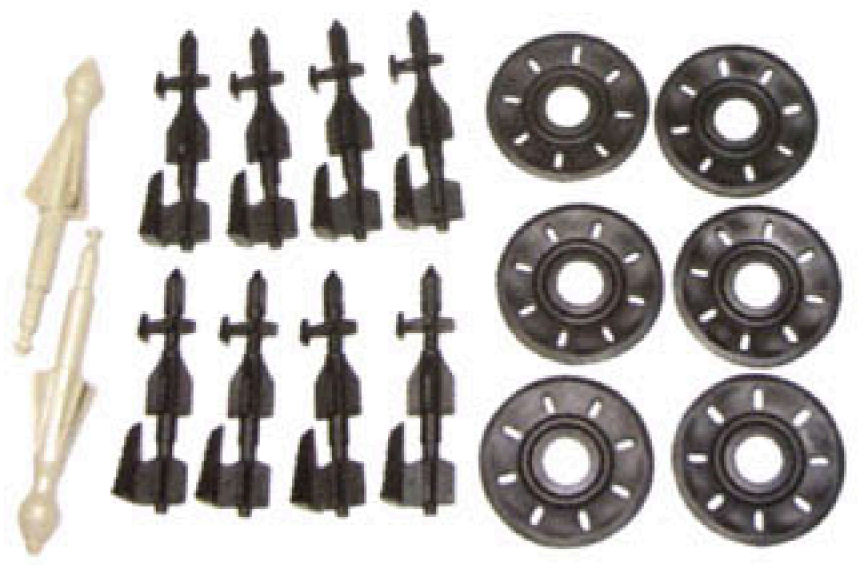
(Includes: Cold Front figure)



This arctic vehicle has possesses the following action features: a digitally accurate ice mine deployer (with six [6] firing ice mines), a forward pilot's cockpit with shock-proof canopy, a front-mounted full-swing ammo-regenerating freeze blast cannon, a side-swipe missile-firing pulse cannon with two (2) automatically-firing missiles, six (6) heat-seeking high impact surface-to-air missiles mounted on two (2) missile ramps (synchronized, computer-enhanced, pinpoint trajectory, missile launch bases), and a removable scout craft ("rear cockpit, copter") held down by a separation control system for Arctic reconnaissance (with two [2] heat-seeking high impact surface-to-surface missiles of its own).

Easily lost pieces include two (2) white missiles, eight (8) black missiles, and six (6) ice mines.

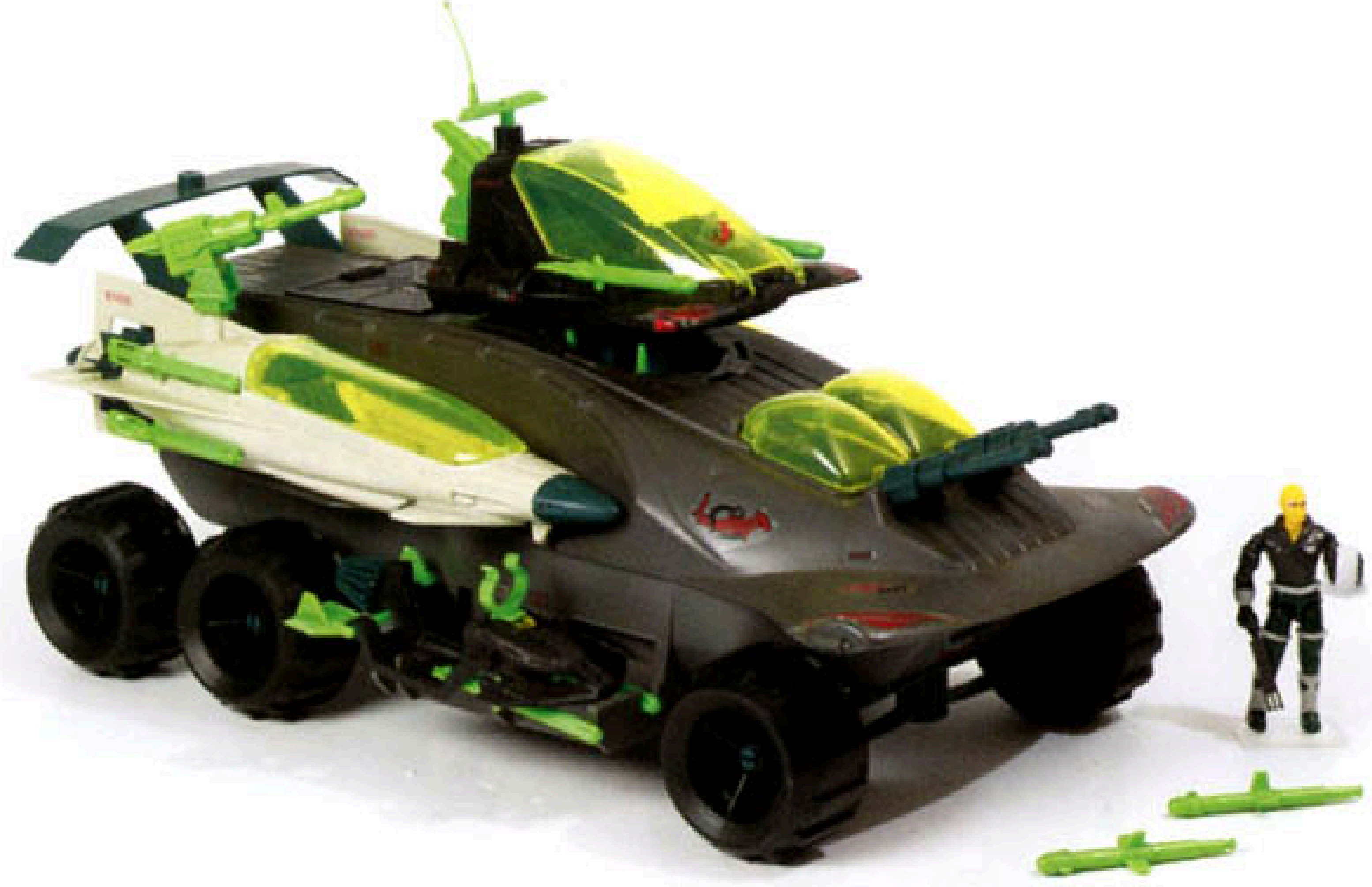
MISB: **$135-160**, MIB: **$45-60,** MLC: **$25-35**

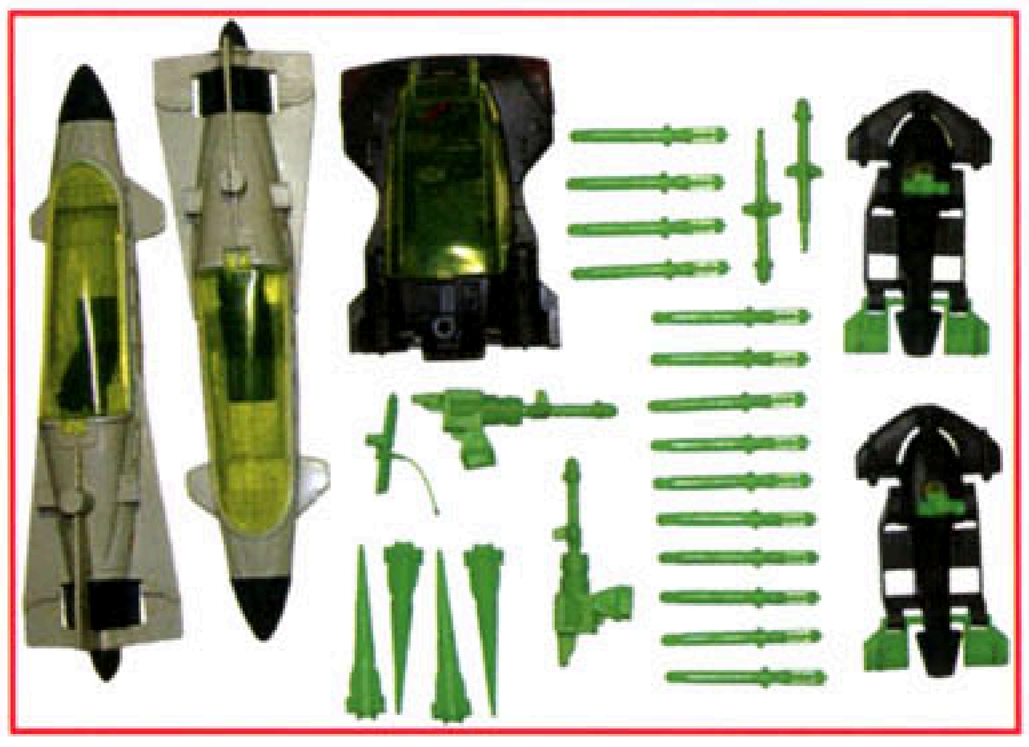


The Avalanche's easily lost pieces.

Cobra Hammerhead

(Includes: Decimator figure)





The Cobra Hammerhead's easily lost pieces.

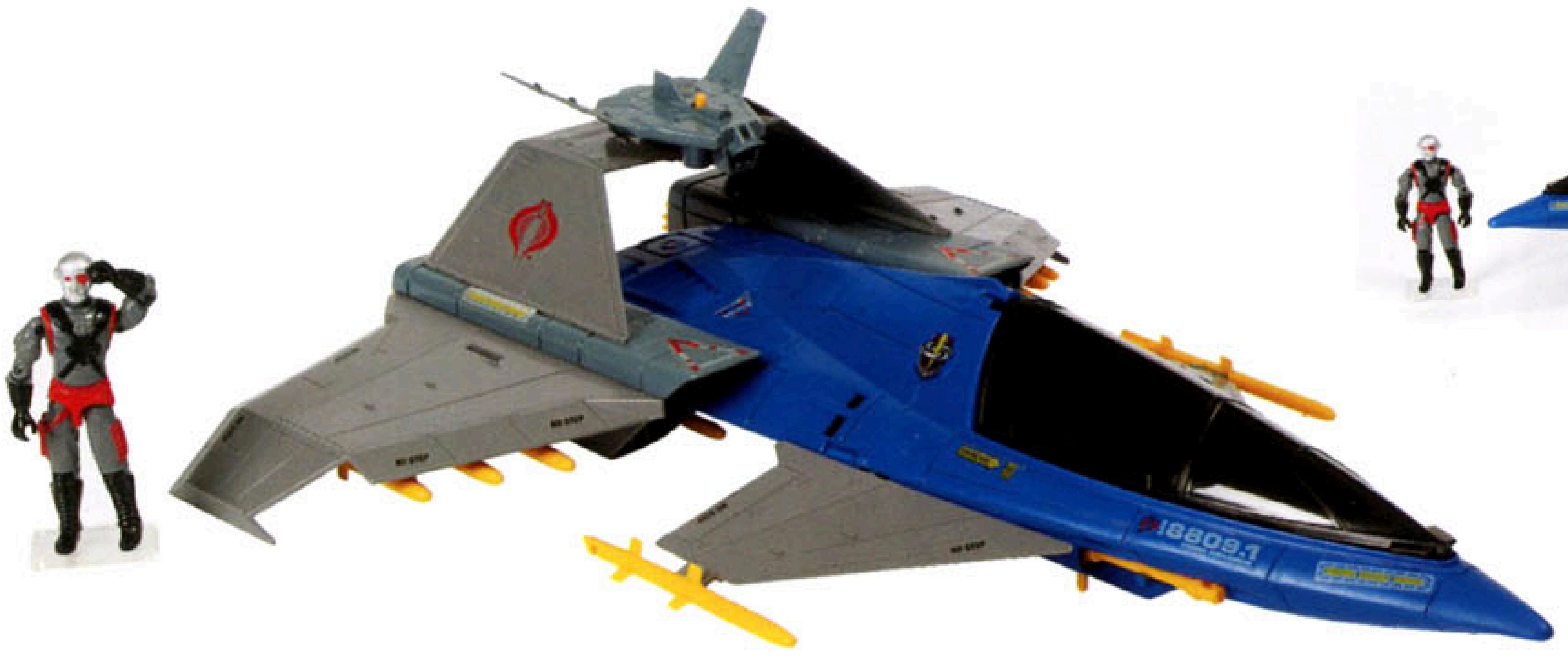
The Cobra Hammerhead (with the prototype code names of Shovelhead and Mallet Head) is a one of Cobra's premier pieces of the 1990 line, and adds firepower and support to Cobra's nautical legions. The Hammerhead--"Six Vehicles in One" according to the package back--comes equipped with the following specifications: two (2) sea-net penetrating low-noise attack subs with missile-firing capabilities (with four [4] torpedoes each and two [2] deployable UBAM sonic disintegrator missile firing systems, two [2] missiles, and spinning rotors), two (2) detachable one-man sea sleds (surface skimming diversionary sea sled scout crafts with spinning propellers and rear fins) each with (2) torpedoes, an undersea pressurized decompression chamber with hatch, an elevating missile bank with four (4) large missiles, two (2) forward visual scan flip-up hatches, two (2) positionable twin high-energy bow laser machine guns, and an upper deck airborne/undersea command module with pivoting radar unit (an air-tight, self-contained control center).

The Hammerhead's easily lost pieces include two (2) attack subs, one removable command module, an antenna, two (2) machine guns, four (4) large missiles (for the missile bank), two (2) sub-mounted missile launchers, four (4) smaller missiles, fourteen (14) thin green missiles, and two (2) sea sleds/scout crafts with two (2) belt clips.

MISB: **$155-185**, MIB: **$35-42,** MLC: **$22-28**

Cobra Hurricane V.T.O.L.

(Includes: Vapor figure)



Detail photo of the Cobra Hurricane's VTOL (Vertical Take-Off and Landing) wings.

The Cobra Hurricane's easily lost pieces.

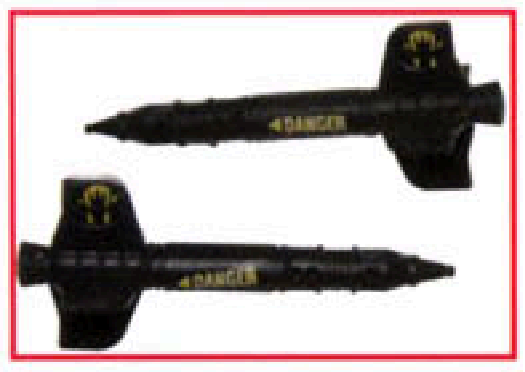
The Cobra Hurricane with VTOL (Vertical Take Off and Landing) capability has many armaments to add to Cobra's Air legions: pivoting rear thrusters that activate VTOL landing gear, ten (10) air-to-surface missiles (two attached to the bottom of the jet) fired via a spring-powered missile launcher/drone (as noted in the vehicle's instructions, "VTE-490 pilotless fighter/interceptor attack drone), dual fuselage underside recoiling 75mm cannons, an aerodynamic sleekly-angled tinted cockpit canopy that fits two Cobra pilots, and two 20,000 lb. power plant exhaust thrusters.

The Hurricane's easily lost pieces are the ten (10) thin yellow missiles and removable gray engine cover/access panel.

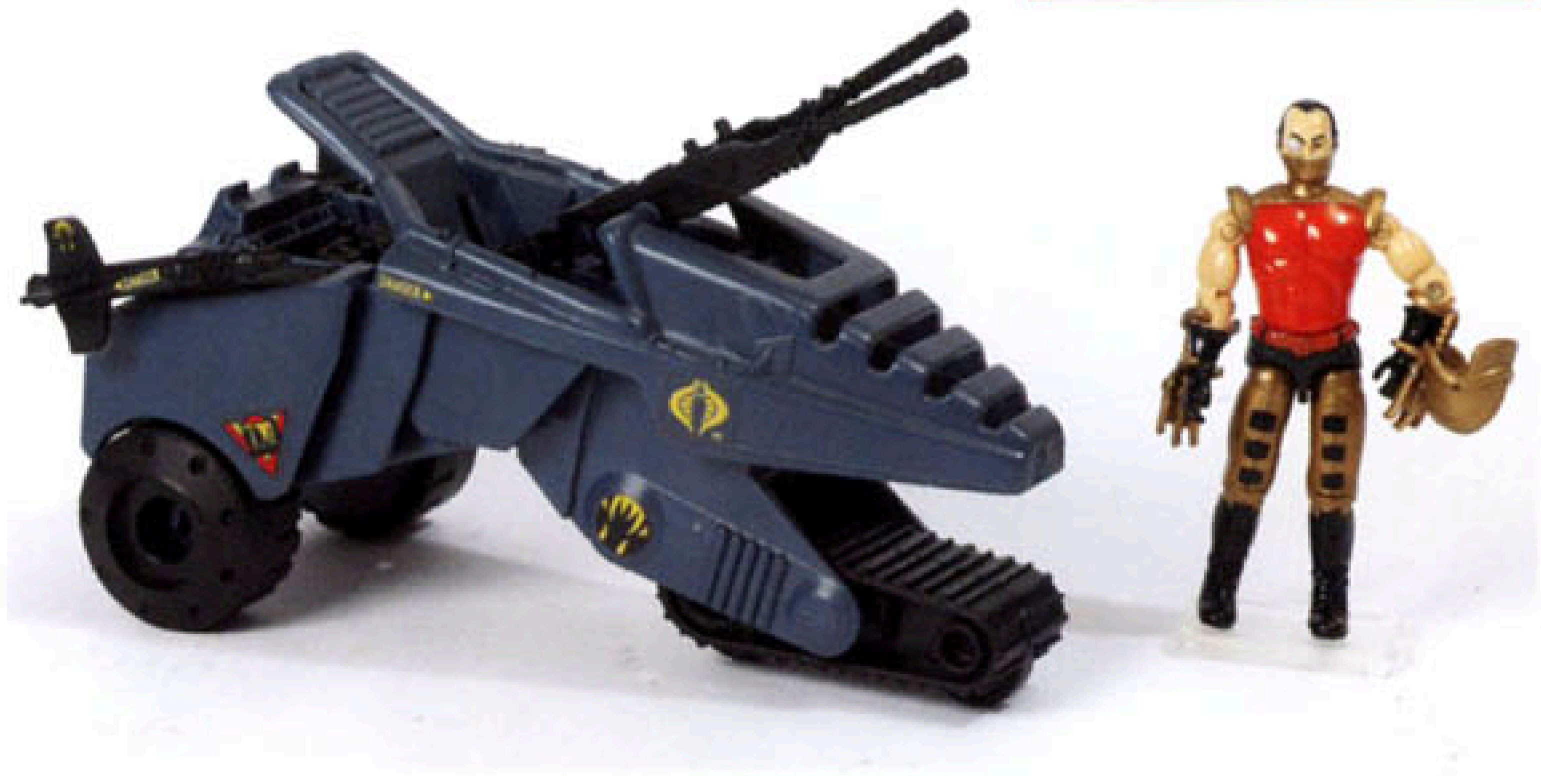
MISB: **$175-225+**, MIB: **$65-70,** MLC: **$35-40**

COBRA OVERLORD'S DICTATOR

(Includes: Overlord figure)



The Dictator's easily lost pieces.

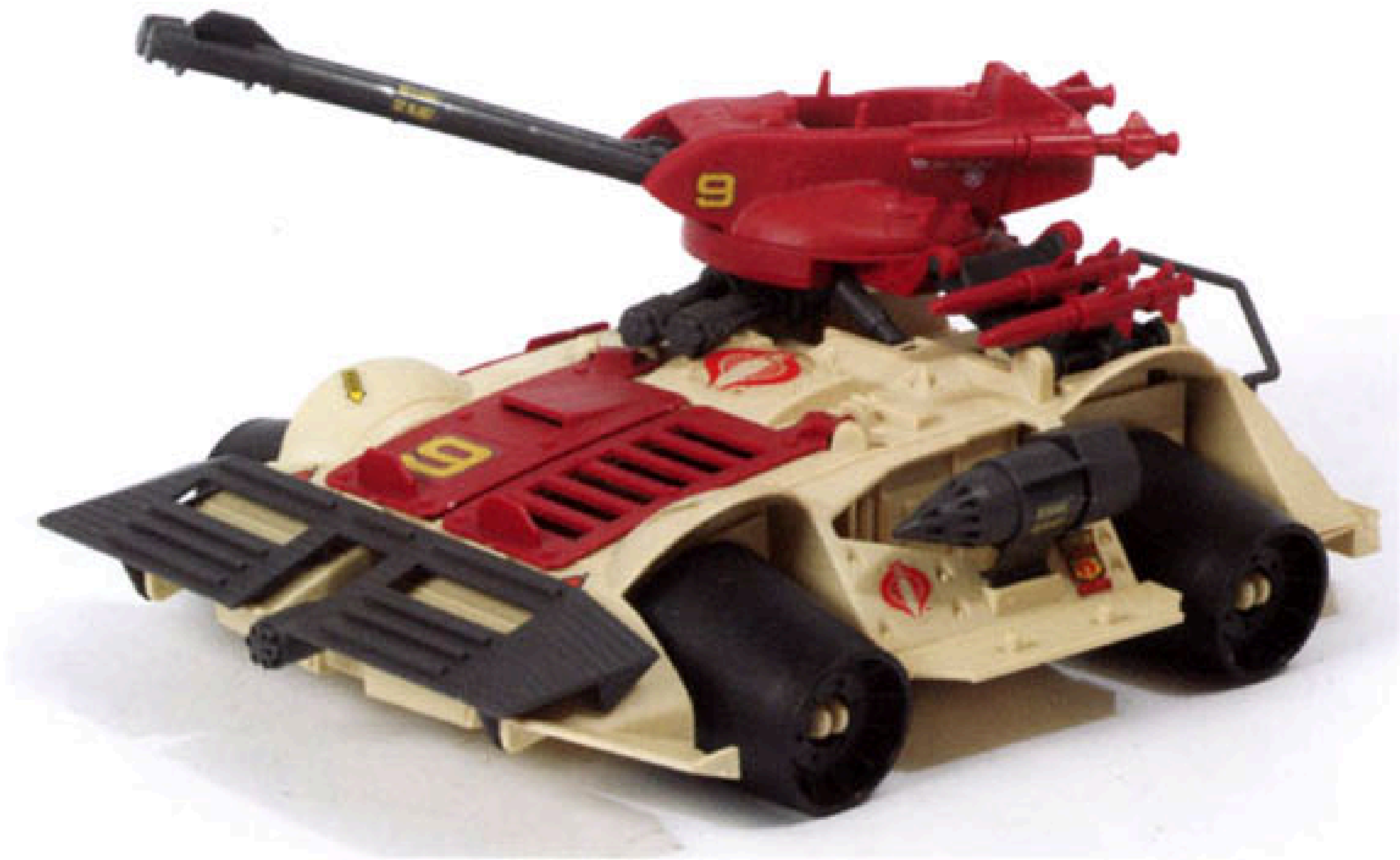


The Overlord's Dictator is a simple combination tracked and wheeled craft, with a silicone coated blast-proof body, a pivoting gun cockpit, two (2) detachable rapid-fire .40-caliber high impact machine guns, a lightning fast detachable jet pod, and two (2) low to the ground air-to-surface missiles.

The Dictator's easily lost pieces include the two (2) missiles and two (2) machine guns.

MISB: **$45-55**, MIB: **$18-22**, MLC: **$14-16**

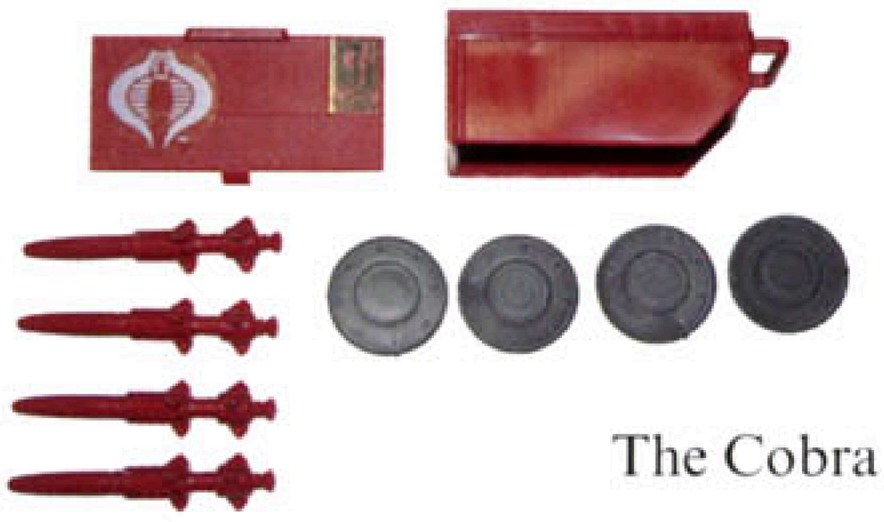
COBRA RAGE



The Cobra Rage comes replete with four (4) laser-guided air-to-air full blast missiles, a 25-valve thruster engine, a long-range dual-barreled concussion cannon mounted on a blast-proof aerodynamic programmable (and movable) cannon turret, and a multi-shot high-intensity machine cannon (mounted underneath the turret). It also has armor plating scattered about the vehicle, a side cannon (remote swing down burst activated projectile launcher), a positionable "ramming speed battering ram defense system" on its front grill, a full rotating front muzzle Gatling cannon, and a mine holder for four (4) deployable land mines.

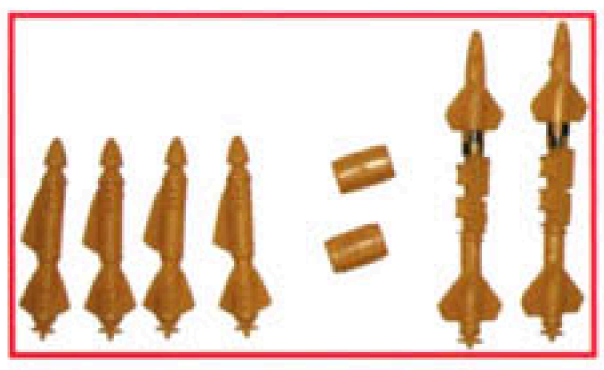
The Cobra Rage's easily lost pieces include the driver's hatch, mine holder, four (4) mines, and four (4) missiles.

MISB: **$85-105**, MIB: **$32-35,** MLC: **$15-22**

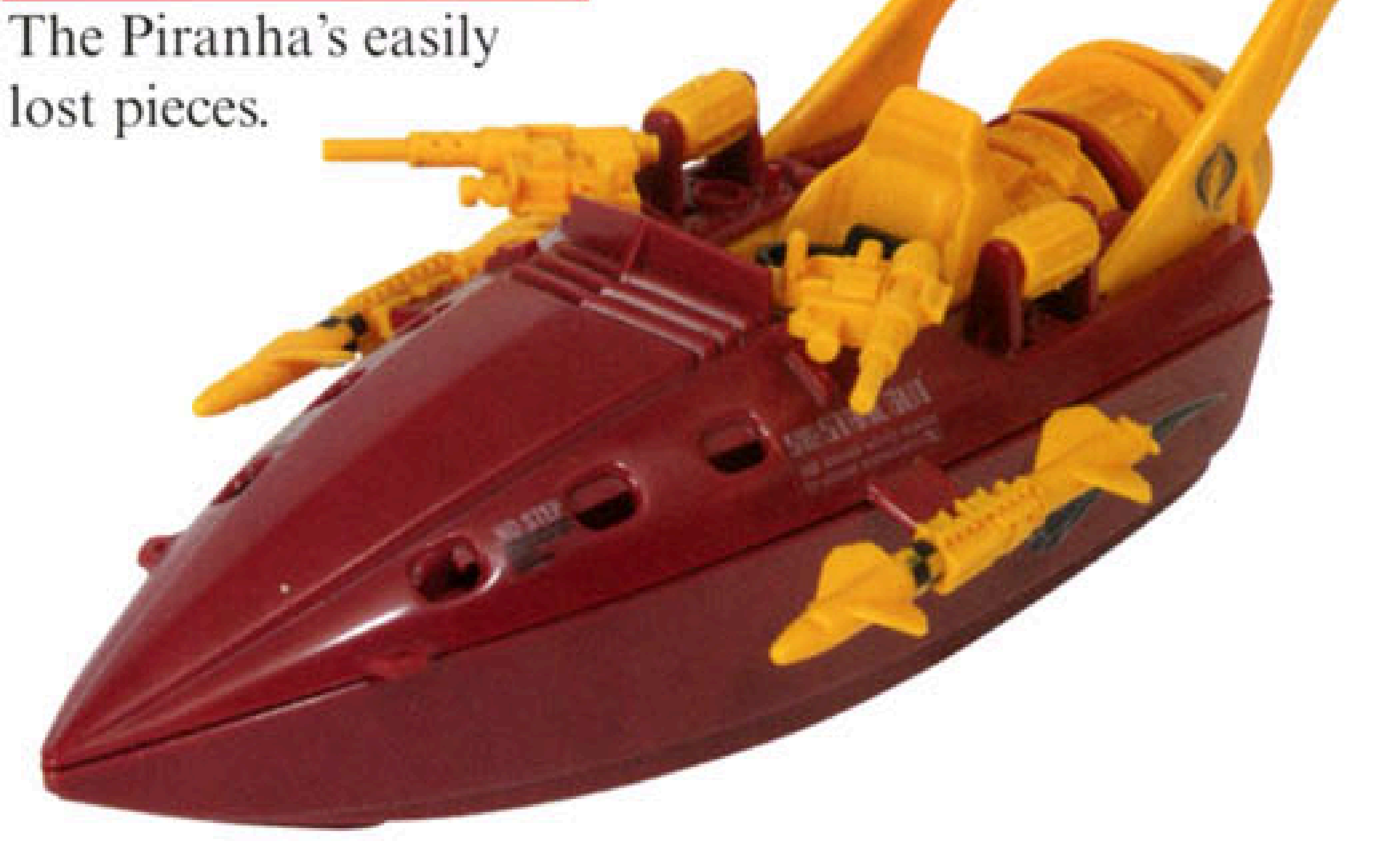


The Cobra Rage's easily lost pieces.

COBRA PIRANHA



The Piranha's easily lost pieces.

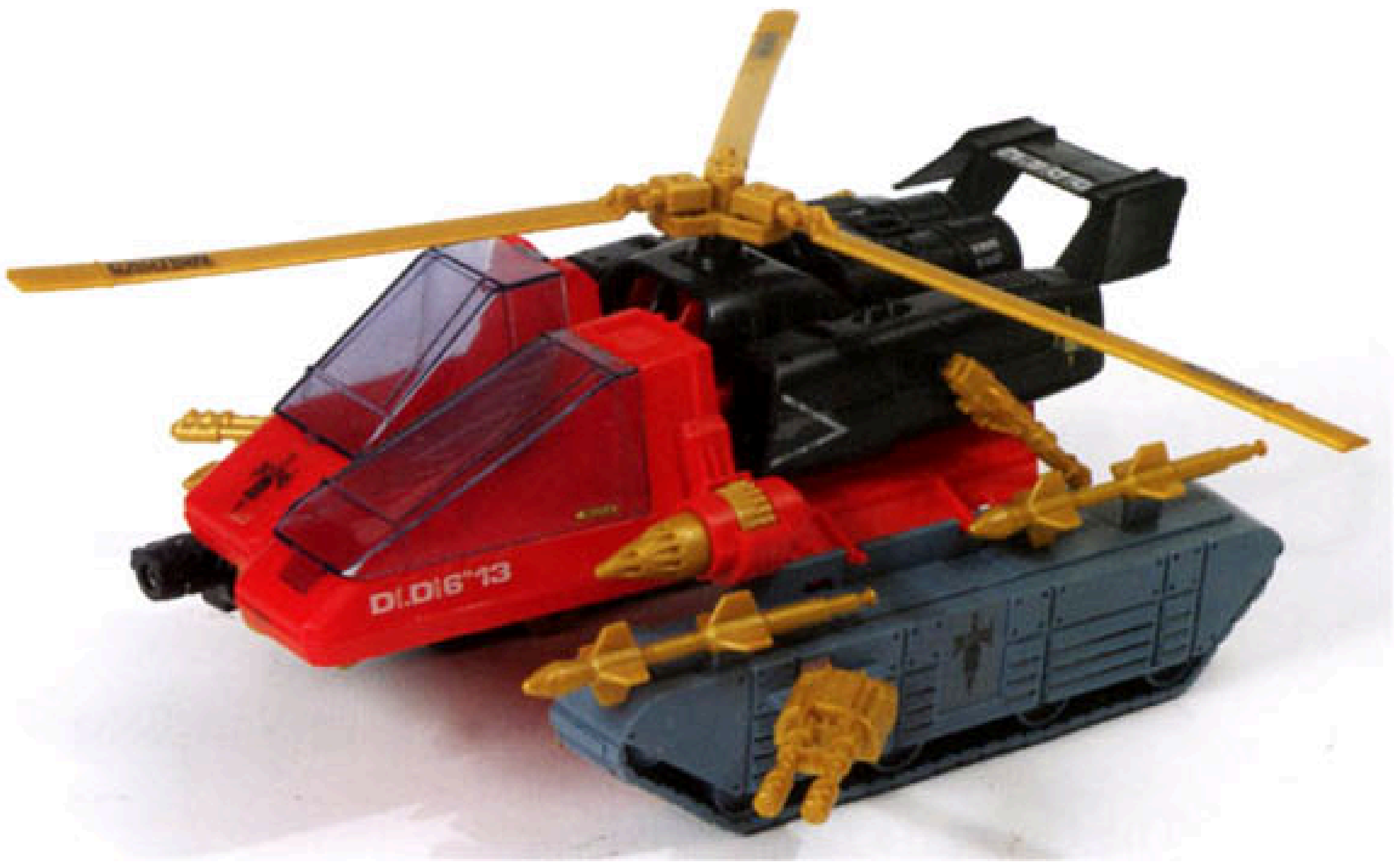


With four (4) surface-skimming, low noise concussion missiles, two (2) detachable long-range torpedoes, a floating hull, a fully-accessible "pop in, pop out" machine gun emplacement station (two mounted machine guns), a 12,000 horsepower hydraulically energized aqua power plant, and two (2) high-velocity pinpoint self-implementing target-sighting depth charge launchers with (2) depth charges, the Cobra Piranha is one of the fastest ships in the Cobra navy.

The Cobra Piranha's easily lost pieces include two (2) torpedoes, two (2) depth charges, and four (4) missiles.

MISB: **$30-35**, MIB: **$10-12,** MLC: **$6-8**

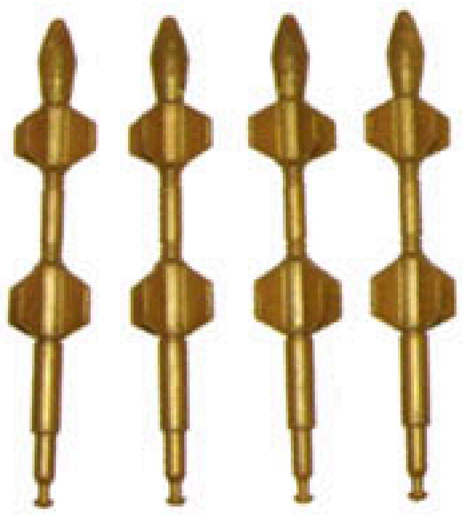
DESTRO'S DOMINATOR



The final vehicle afforded to the Iron Grenadiers (1988-1990) sub-team, Destro's (1983, 1988) Dominator is one of the elite high-tech army's premiere tracked vehicles. It transforms from a helicopter to a tank with its movable & deployable chopper blades, extendable tail boom, and retractable (fold-in) tank treads. This stunning technical achievement from Destro's M.A.R.S. (Military Armaments Research System) corporation includes the following action features: aerodynamic synchronized computer controlled rotor blades, CXP-230 multiplex exhaust inhibitors with afterburner capability, a mutli-shot rapid fire 3.5mm missile pod, a spring action missile launcher, two (2) engine pod guns, four (4) surface-to-surface missiles, and heavy armor plating.

The Dominator's easily lost pieces are its four (4) missiles.

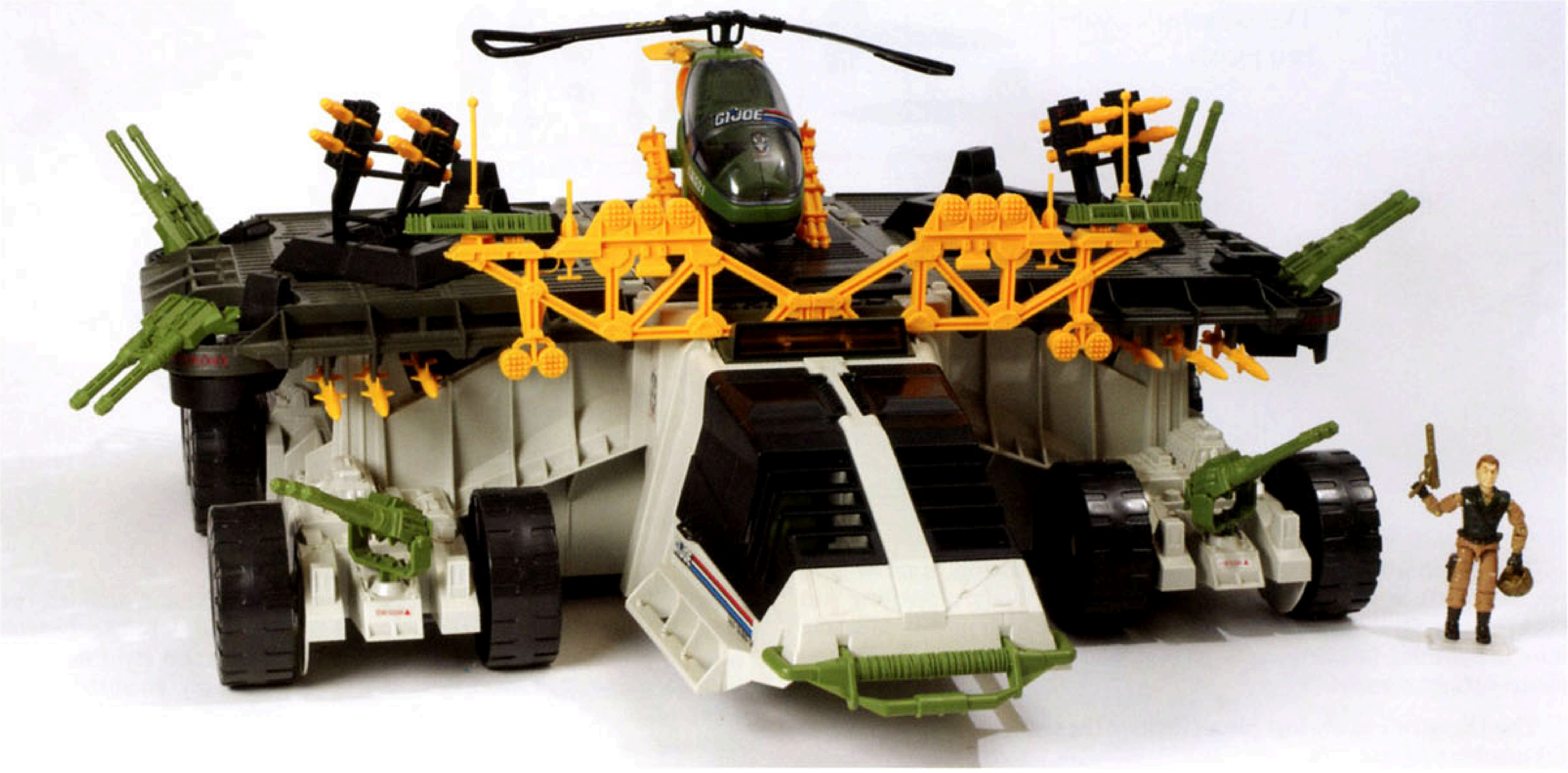
MISB: **$70-80**, MIB: **$26-32,** MLC: **$15-18**



The Dominator's easily lost pieces.

GENERAL

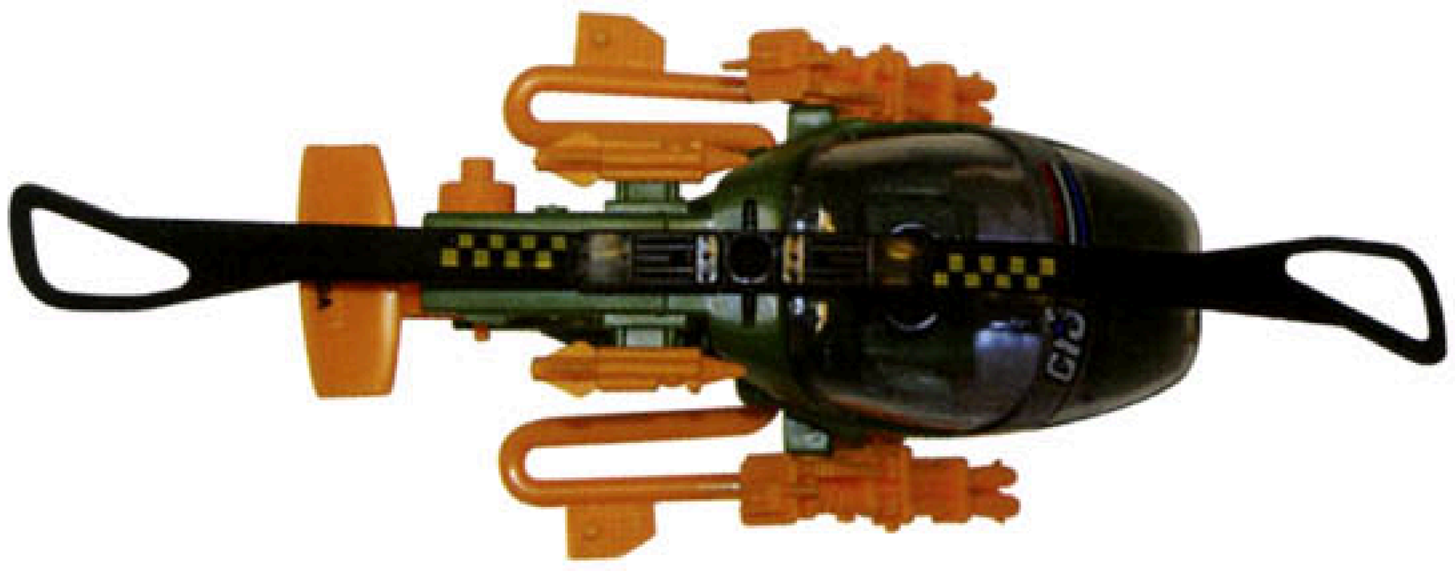
(Includes: Major Storm figure)



With the alternate code names of Centurion, Juggernaut, T-Wrecks, Mastodon, and Phalanx, the G.I. Joe General is an impressive vehicle and is difficult to find MISB or mint, loose, complete because of its many small accessories. The General's unique features include a recoiling front tow hook with 50,000 lb. test cable; four (4) tri-barrel machine guns that function as defensive armaments stations (mounted on multi-cannon anti-attack gunnery stations); twelve (12) ground-hugging, heat-sensitive surface-to-surface missiles; two (2) platform air defense missile stations that fire four (4) missiles each (for a total of eight small missiles); two (2) slide out landing platforms/grids with air vent perforations; a landing deck for the included "General's" Locust (a notably different vehicle from the regular Series IX version of the Locust helicopter); an enormous long range positional mortar cannon with four (4) shells (that actually fires); two (2) crush-proof, titanium-plated protective cockpit shields (black swing-up cockpit doors); an impressive pull-out rear loading ramp; and four (4) dual-barrel corner cannons for flank defense.

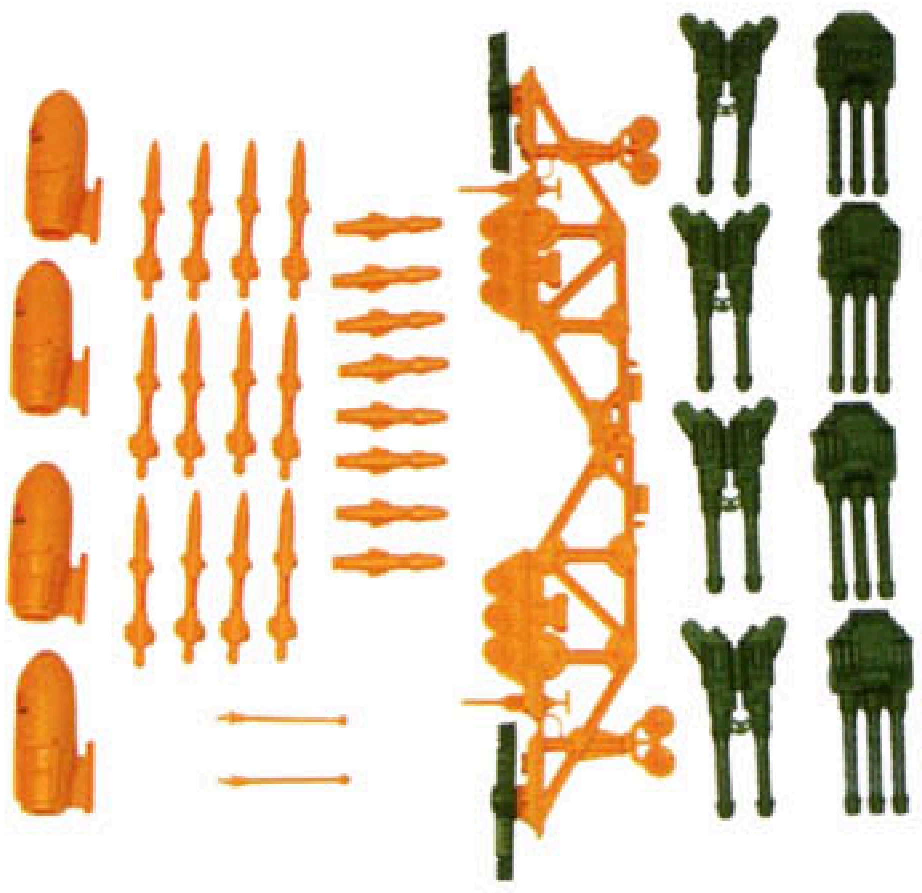
The General's easily lost pieces include four (4) mortar shells, twelve (12) large yellow missiles, two (2) tiny antennas (almost always found missing in loose samples), eight (8) smaller thicker yellow missiles (for the two air defense missile stations), a large two-part main antenna display, four (4) green cannons (rear-mounted), and four (4) green cannons (roof-mounted).

MISB: **$275-325**, MIB: **$95-105,** MLC: **$65-80**



The General's Locust Helicopter.

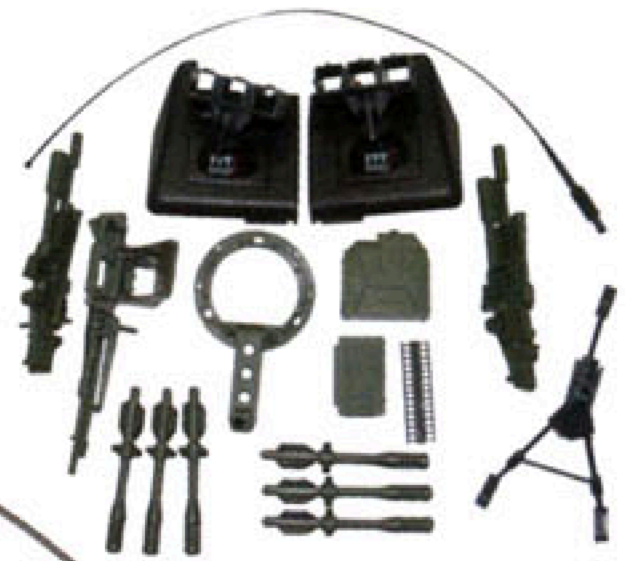
G.I. Joe General, detail picture of rear of vehicle: mortar cannon and two air defense missile stations.



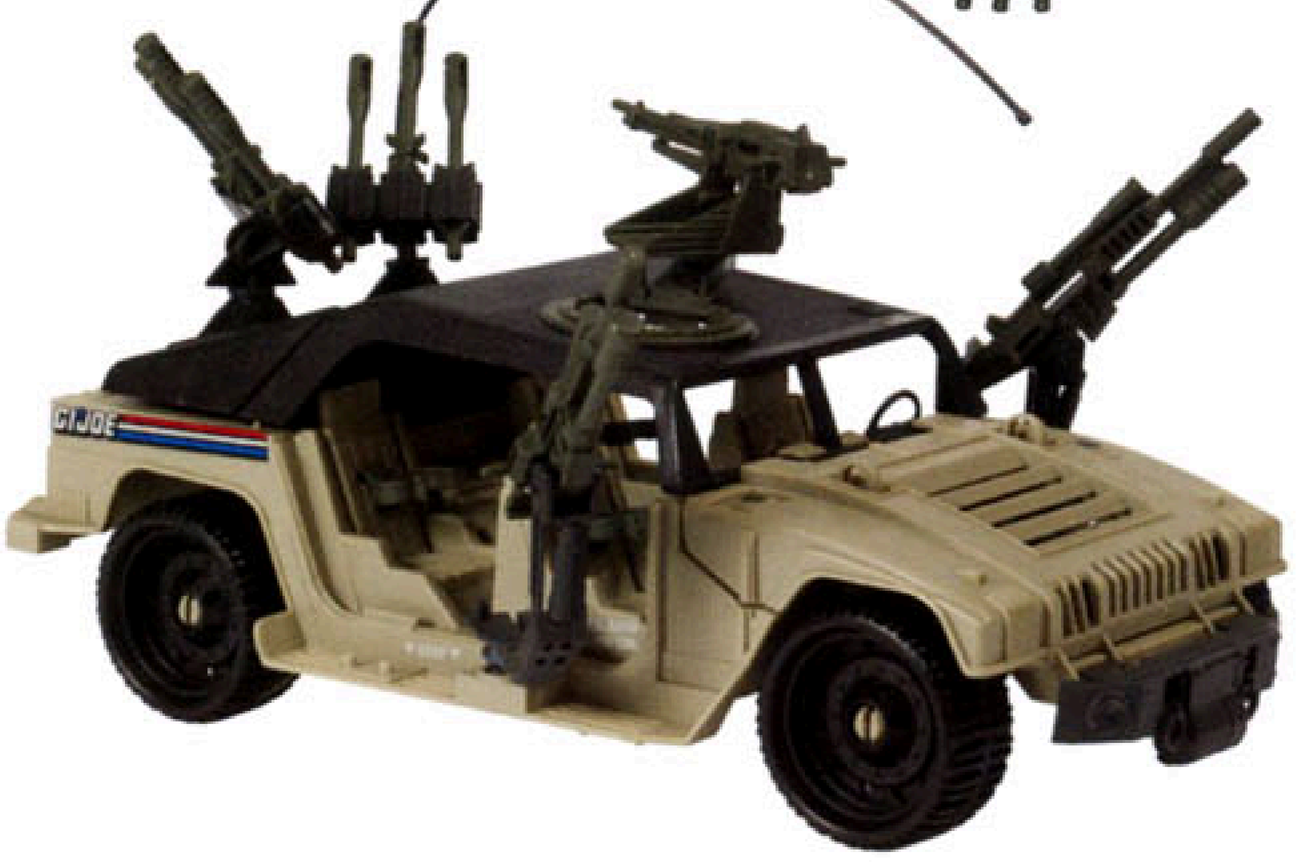
The General's easily lost pieces.

The four bombs for the General's Locust.

HAMMER



The Hammer's easily lost pieces.



The Hammer is ready for battle with the following accoutrements: a removable engine cover, an aerodynamic shrapnel resistant roof cover, multiple launch direction missile fire stations (two [2] missile launchers), a UHF/VHF/CCVT communications whip antenna, six (6) surface-to-surface missiles, a removable gas container, a universal tow hook to transport G.I. Joe weapons systems, two (2) positionable multi-deployable twin-barreled side gun stations (2), a flip-up hood with engine detail, a rotating gun turret with high-impact pulse cannon with mega-tracer round capacity, and an opening rear compartment (quick-slide rear hatches with storage ducts) that stores a gun tripod with ammo case.

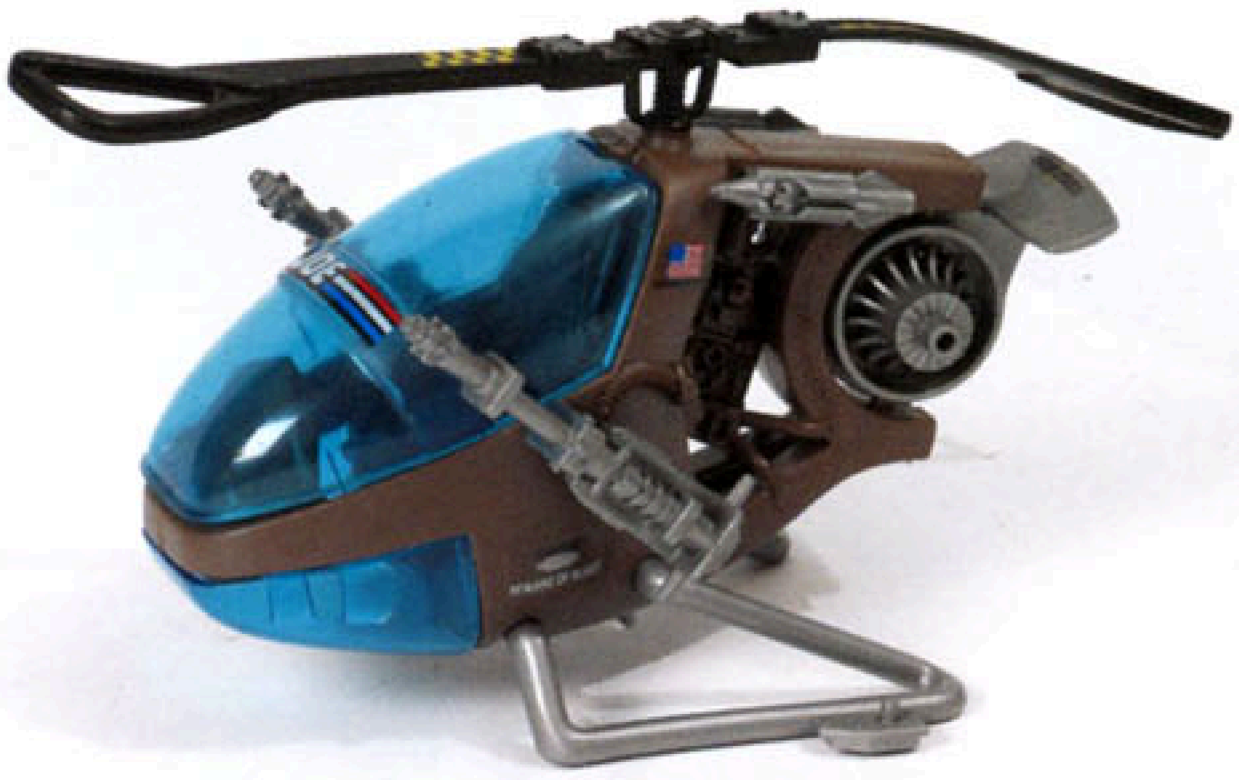
The Hammer's easily lost pieces include two (2) side cannons, one large cannon, gun turret, two (2) sliding storage covers for the rear, one antenna, a gun mount, an ammo case, a gas can, and an ammo belt (collectors should note that the last three parts are nearly always missing from loose Hammers).

MISB: **$100-120+**, MIB: **$35-38+,** MLC: **$20-26+**

LOCUST

COLLECTOR'S NOTE: *This is a different vehicle than that included with the General (1990).*

The Locust's easily lost pieces.

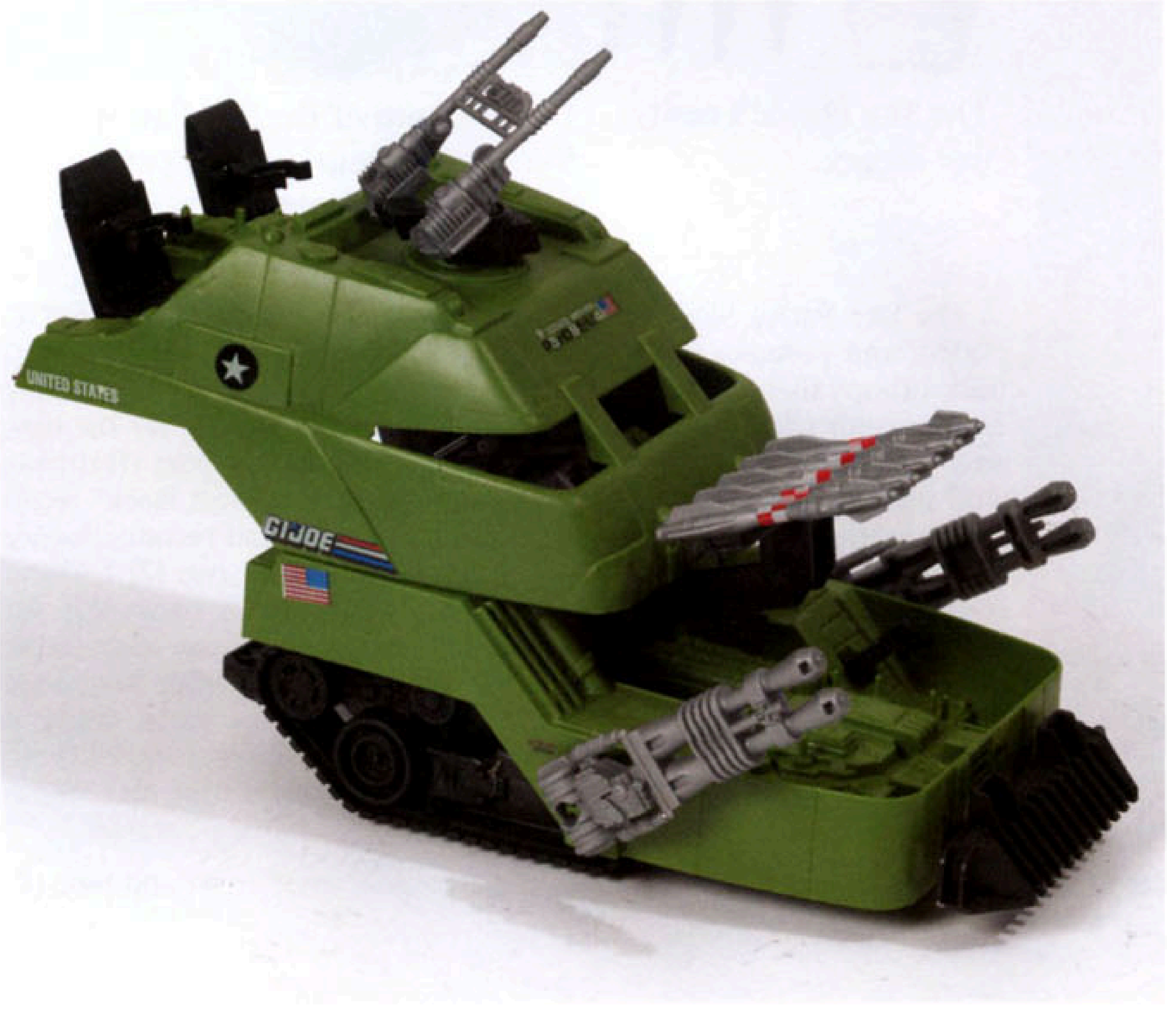


The Locust helicopter is a very popular vehicle with collectors, and is becoming more difficult to find in MISB samples. With aerodynamic high-tech propeller blades, a spinning tail propeller, dual (2) side-mounted armor shattering machine guns, damage resistant landing skids, four (4) heat seeking low-noise air-to-air missiles, an inner bomb-dropping mechanism, and a tinted blast-proof windscreen canopy, the Locust is an effective small attack helicopter that can carry two (2) extra G.I. Joe troopers on its landing skids.

The Locust's easily lost pieces are its four (4) missiles.

MISB: **$23-35**, MIB: **$12-15,** MLC: **$10**

MOBILE BATTLE BUNKER



Mobile Battle Bunker's easily lost pieces.

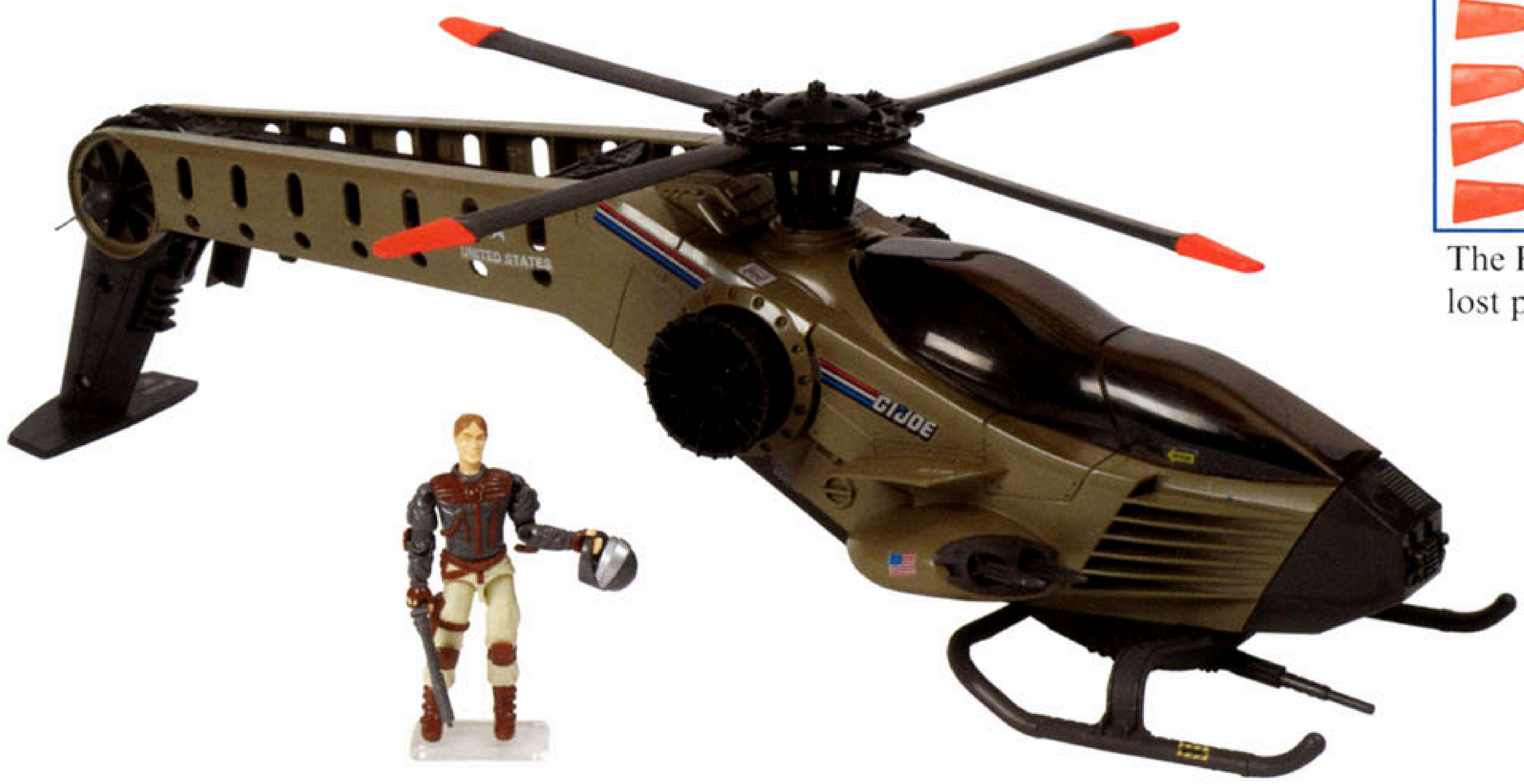
The Mobile Battle Bunker is fully loaded with armaments to support the G.I. Joe team's land assault forces. With room for five (5) G.I. Joe troopers, dual-pulsating roof-mounted twin machine guns (with a 5,000 round capacity via a laser ammunition dispenser), two (2) double-barreled pinpoint accurate mortar cannons, a rear bumper and front battering ram, retracting tank treads, and a hidden missile rack that pops out from the Bunker's retractable blast-proof body design (with five [5] anti-armor missiles), the Battle Bunker is an interesting addition to G.I. Joe's arsenal.

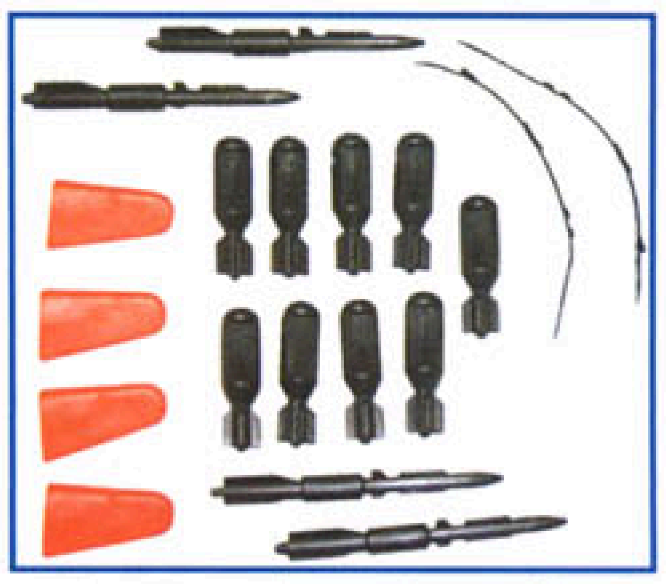
The Mobile Battle Bunker's easily lost pieces are its five (5) missiles.

MISB: **$45-58**, MIB: **$16-20,** MLC: **$10-12**

RETALIATOR

(Includes: Updraft figure)





The Retaliator's easily lost pieces.

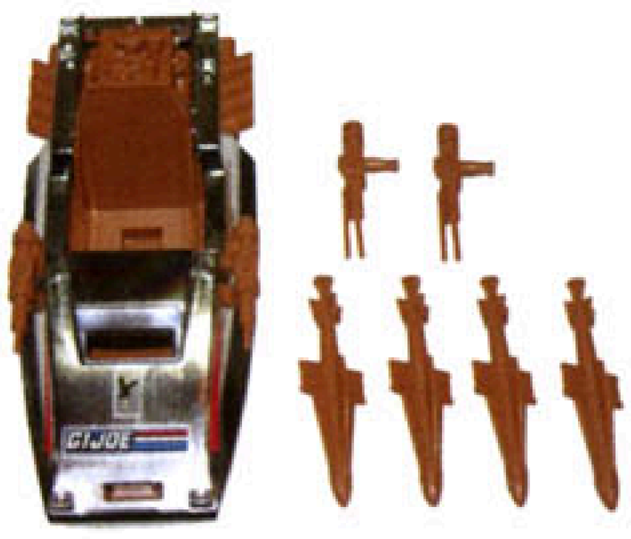
The Retaliator (prototype code name: Switchblade) features a capture claw (manual activation material lift system) with built in winch hook, magna-torque quick elevation tow hook with cable, four (4) QUAD-90 super-speed rotor blades (with rubberized tips) triggered by the helicopter's spinning turbines (turbo-charged high velocity thruster hover fans), a bomb-dropping mechanism (upward slide triple-bomb bay release area) with nine (9) bombs, a front-mounted 60-caliber "Hot Spot" machine gun, an opening two-man protective windscreen canopy tinted with ultraviolet coating, and sleek twin-missile pods with two (2) missiles each.

The Retaliator's easily lost pieces include four (4) blade tips, nine (9) bombs, four (4) missiles, and two (2) cockpit seat belts.

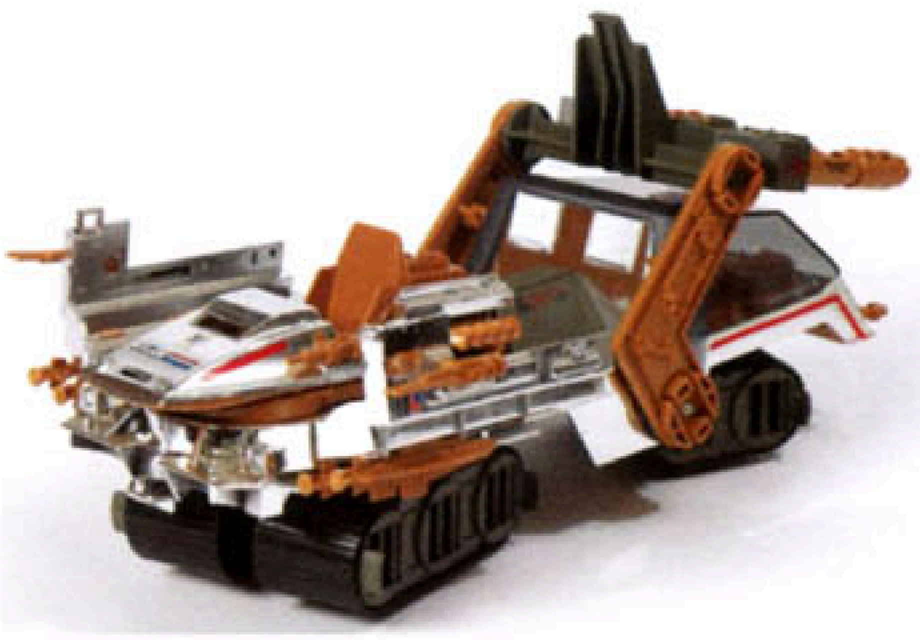
MISB: **$140-180**, MIB: **$35-40,** MLC: **$30-35**

SKY PATROL

The G.I. Joe Team's Sky patrol vehicles were "Created with a scientifically advanced radar-reflective protectant, [and] these modified combat crafts have been refurbished and re-equipped with the latest in high-impact armaments, giving G.I. Joe total air superiority over Cobra" (from the package back). Collectors should take care with loose samples of these toys, as their vac-metallized chrome rubs off quite easily--not even from play wear, but from simple oxidation over time.

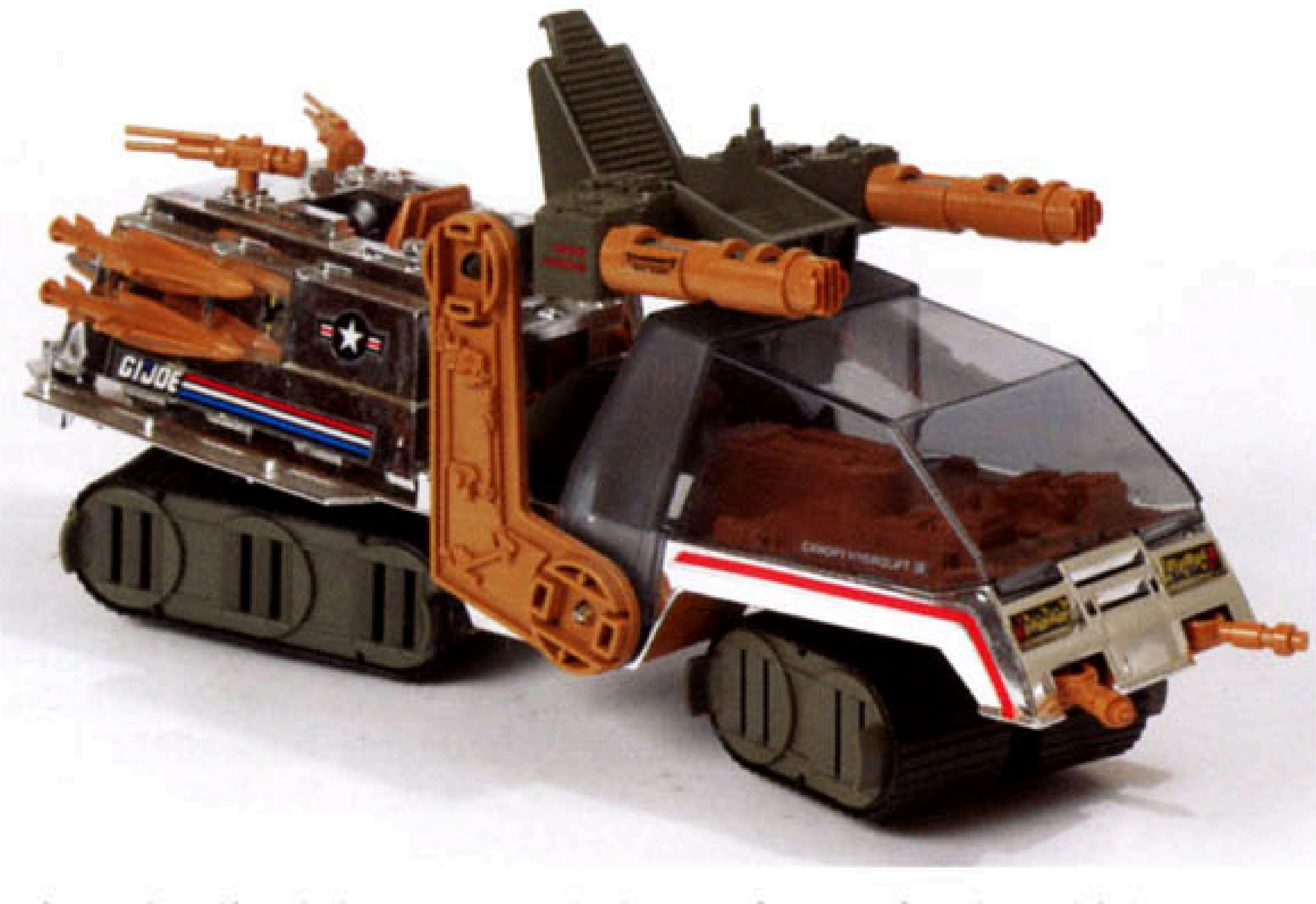


The Sky Havoc's easily lost pieces.



Detail photo of the Sky Patrol Sky Havoc's rear exterior (with reconnaissance craft).

SKY HAVOC

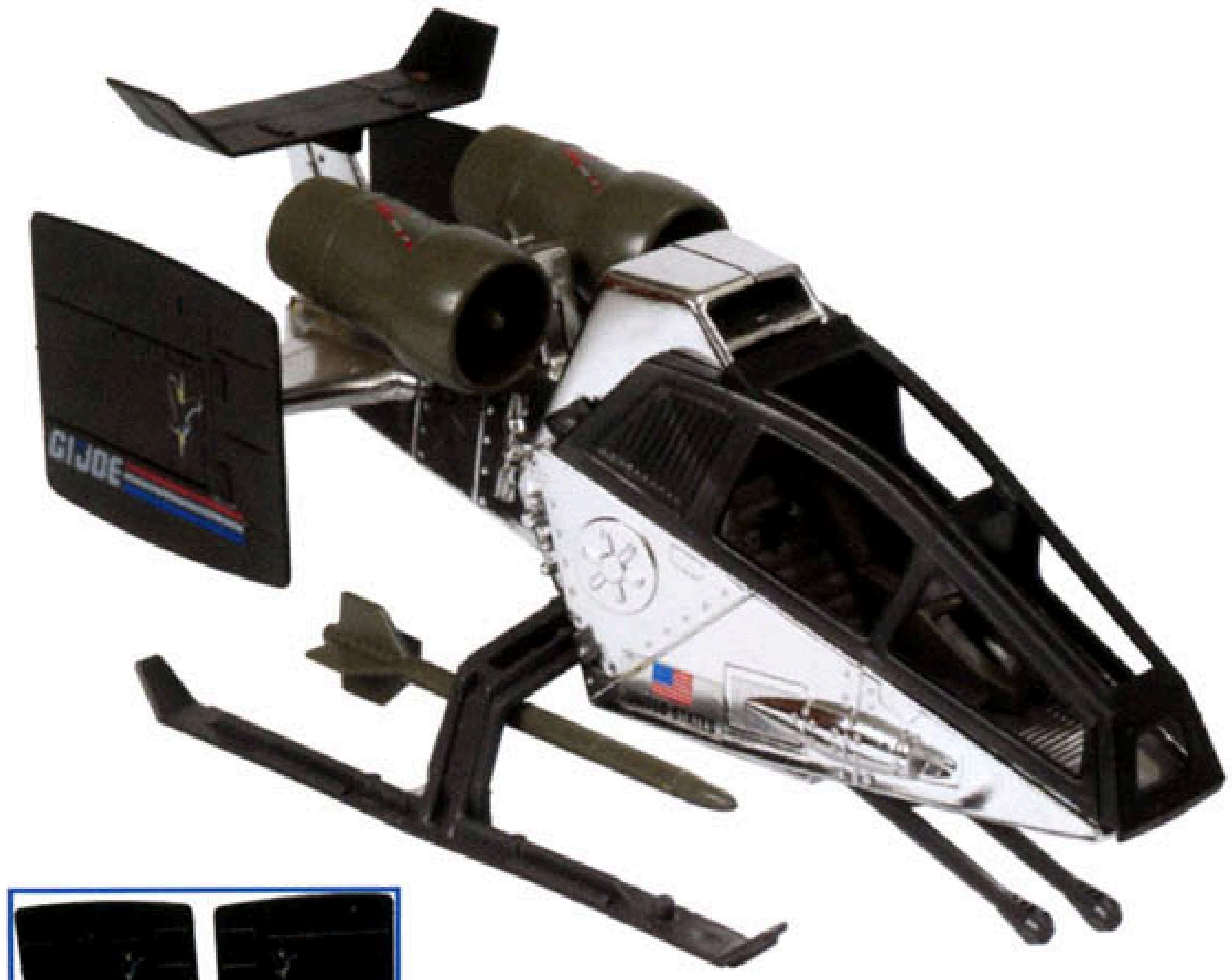


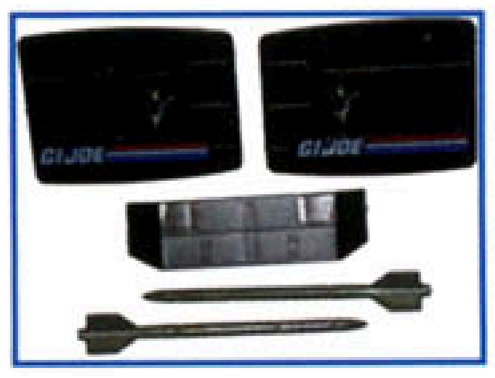
The Sky Patrol Sky Havoc shares the same design as the HAVOC (1986), and posesses the following action features: a shock-proof tilt-back canopy that opens for driver access, four (4) non-clogging rotating epoxy armor tracks (with two sets of track covers--two [2] for the rear, and two [2] for the front), a positionable mid-gunnery post (featuring steel piercing dual repeating 75mm cannons, with a "Soft Rock" recoil compensation adjustment mechanism), a fan-propelled reconnaissance craft (with a 110hp direct drive engine/transaxle and two [2] 7.62mm computer synchronized machine guns)--a craft that is removable for advanced scouting, a hinged missile door (armor plated spaceframe hover shroud) that has (2) pivoting multi-barreled 9mm auto-load machine guns (the hover shroud opens to reveal the recon craft), a mount/base for the craft--described as a reinforced hover storage/lift-off pad, four (4) removable dual bi-pulse guidance missiles, nine-liter, 900hp twin turbo diesel thrusters, and plenty of room for the vehicle to transport up to 12 G.I. Joe action figures on its track sill battle platforms.

The easily lost pieces for the Sky Patrol Sky Havoc includes four (4) missiles, two (2) small cannons, the reconnaissance craft, and four (4) track covers.

MISB: **$75-95**, MIB: **$28-32,** MLC: **$20-25**

SKY HAWK





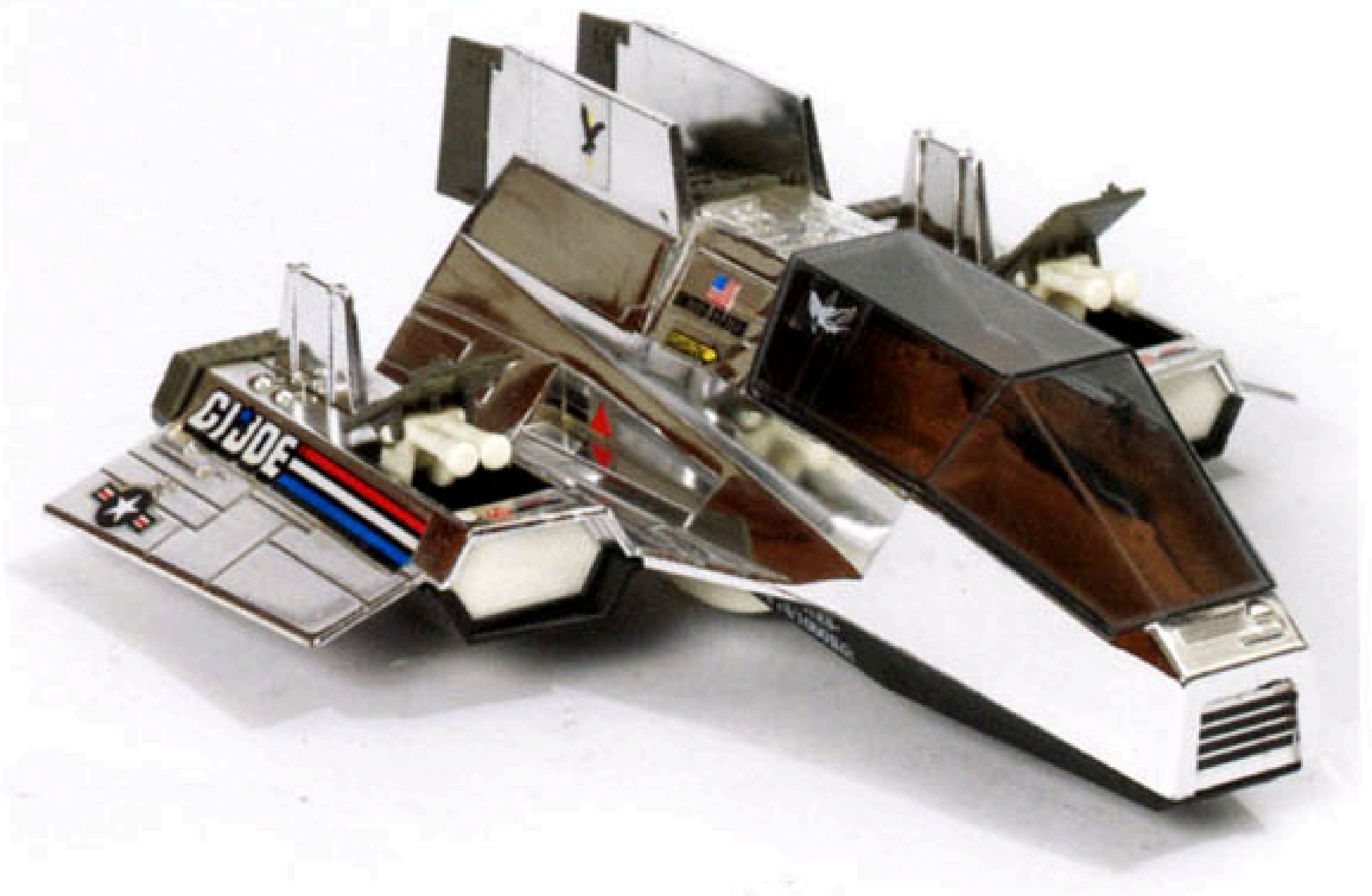
The Sky Patrol Sky Hawk's easily lost pieces.

The Sky Patrol Sky Hawk shares the same design as the earlier version of the Sky Hawk (1984), yet the G.I. Joe Team's Sky (Patrol Sky) Hawk is equipped with pivoting dual GX-3902 jet thrusters, twin (2) laser-guided target acquisition machine guns, all-terrain shock absorbent titanium alloy landing skids, and two (2) air-to-surface rockets.

The Sky Patrol Sky Hawk's easily lost pieces are the two (2) rockets, the horizontal stabilizing fin (as it did not "snap" into place—it rested on the tail of the Sky Patrol Sky Hawk), and two (2) side planes.

MISB: **$32-38**, MIB: **$20-22,** MLC: **$10-14**

SKY S.H.A.R.C.

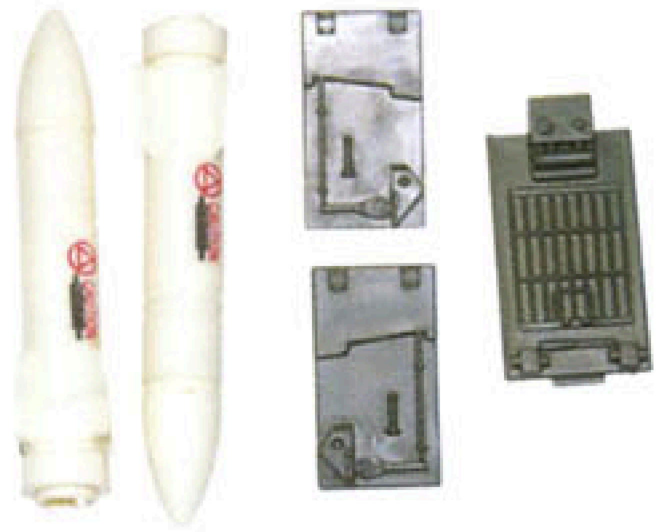


The Sky Patrol Sky S.H.A.R.C. shares the same design as the original S.H.A.R.C. (1984) and possesses similar accoutrements.

With its boron-epoxy titanium frame construction, the Sky S.H.A.R.C. has many action features and modifications: twin 30mm compression projection cannons, an impact-resistant tinted "gullwing" canopy, two (2) movable main vertical stabilizers/guidance rudders, and two (2) series-1 acoustic ASW (Anti-Submarine Warfare) missiles.

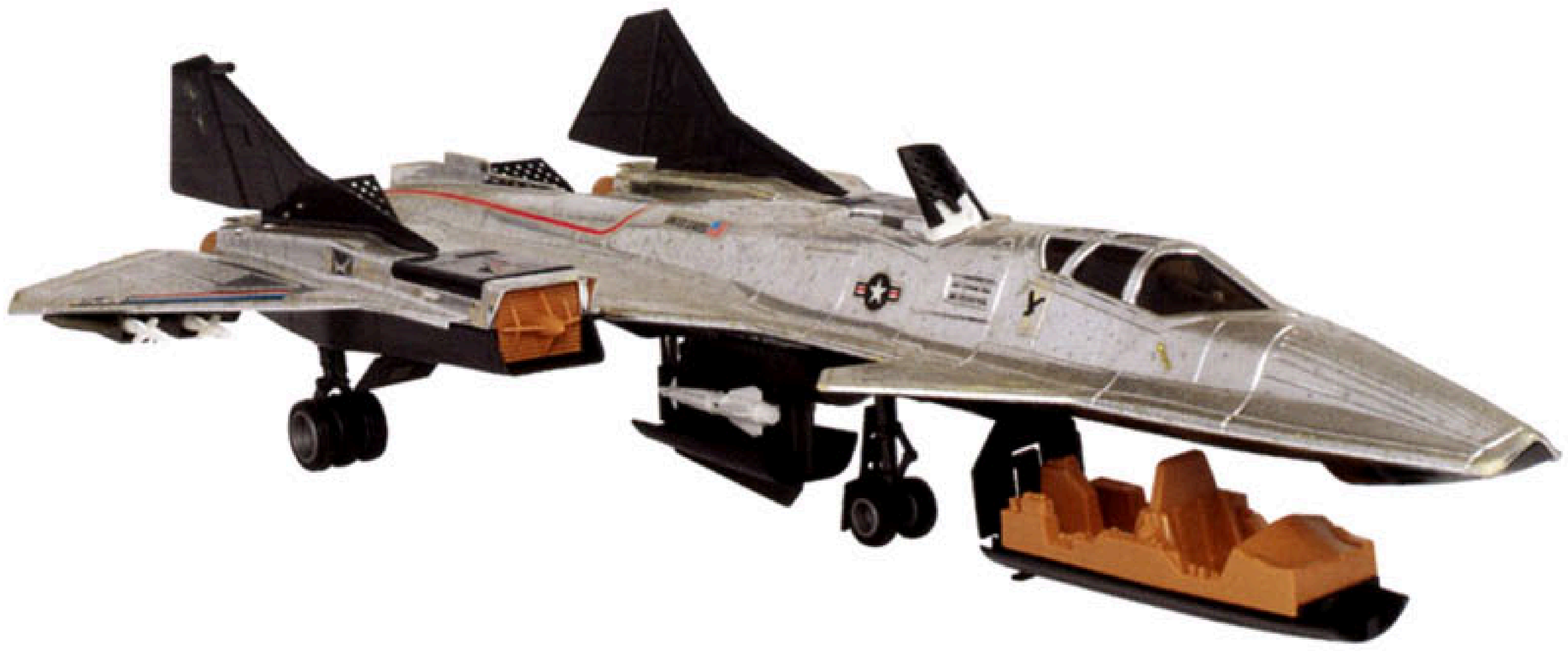
The Sky Patrol Sky S.H.A.R.C.'s easily lost pieces include two (2) ASW torpedoes (frequently missing), the engine ventilator screen, and two (2) cannon covers.

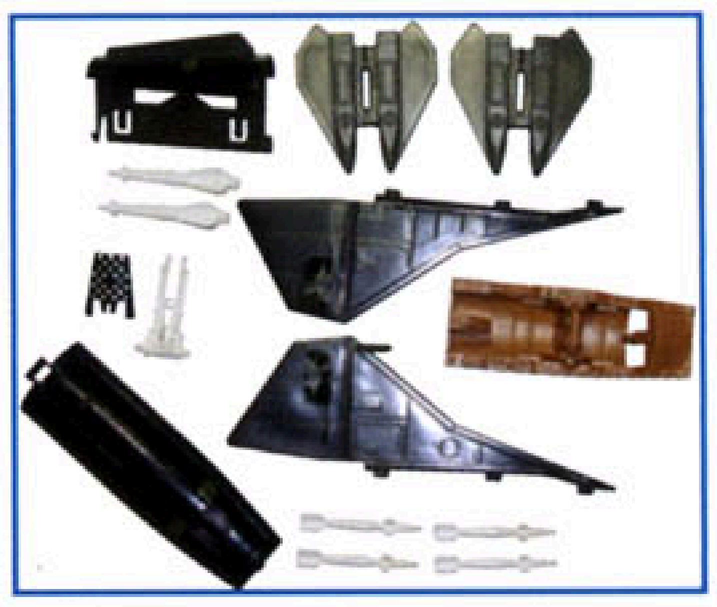
MISB: **$35-40**, MIB: **$20-22,** MLC: **$10-12**



The Sky Patrol Sky S.H.A.R.C.'s easily lost pieces.

SKY RAVEN





The Sky Patrol Sky Raven's easily lost pieces.

The Sky Patrol Sky Raven shares the same design as the Cobra Night Raven S_3P (1986) minus the Cobra aircraft's reconnaissance craft. The Sky Raven includes the following action features and specifications: a retractable advanced alloy landing gear system (lowered via a "gear mechanism slide"), an internal pull-down rotary rocket launcher with two (2) removable short-range air-to-air missiles, two (2) "Double Toxin" heat-seeking twin missile pods that mount on the underside of the plane's wings, a twin 20mm cannon with gun windscreen (hydraulic airbrake) mounted on the roof of the aircraft, two (2) opening and closing engine covers that protect the Sky Raven's engine compartments (or for repairing the plane's dual mach 3.5 turbo jet power plants [engines]), moveable rearward air brakes, and an electronically operated auto-level twin personnel cockpit (that raises and lowers--with room for two pilots).

The Sky Patrol Sky Raven's easily lost pieces include the hydraulic airbrake (top cannon cover), two (2) missile pods, four (4) missiles for the pods, two (2) bombs for the pull-down rocket launcher, a pull-down cockpit, cockpit bottom, left top wing, right top wing. In the pictured image of the Sky Raven, note the drop-down two-man cockpit.

MISB: **$275-300**, MIB: **$70-80,** MLC: **$50-60**

BADGER
DGBY:1122824

Series X 1991

In Series X, many action figures possessed spring-loaded, firing missile launchers, and the vehicles released in 1991 came replete with remote-control features or launching rockets and bombs. Regarding this wave of toys, many collectors believe that this generation of Hasbro's G.I. Joe line is one of the last (if not *the* last) well-rendered series of figures and vehicles in the vintage line (1982-1994). In 1991, many old characters were re-outfitted with all-new costumes, while Hasbro still maintained the proper balance by introducing a smattering of all-new Cobra Command agents and G.I. Joe Team members. Furthermore, it is often noted by collectors that this series largely avoided neon colors and the (eventual) overwhelming amount of gaudy accessories associated with the toy line in 1992-94 (Series XI-XIII).

It should be noted that Hasbro began to develop a social conscience in Series X, with the introduction of their eagerly-anticipated Eco Warriors line of figures: an attempt by the corporation to become more environmentally aware. Cobra wished to poison the environment and the Earth's natural resources, while the Joe Team was assigned to stop these villainous eco-terrorists.

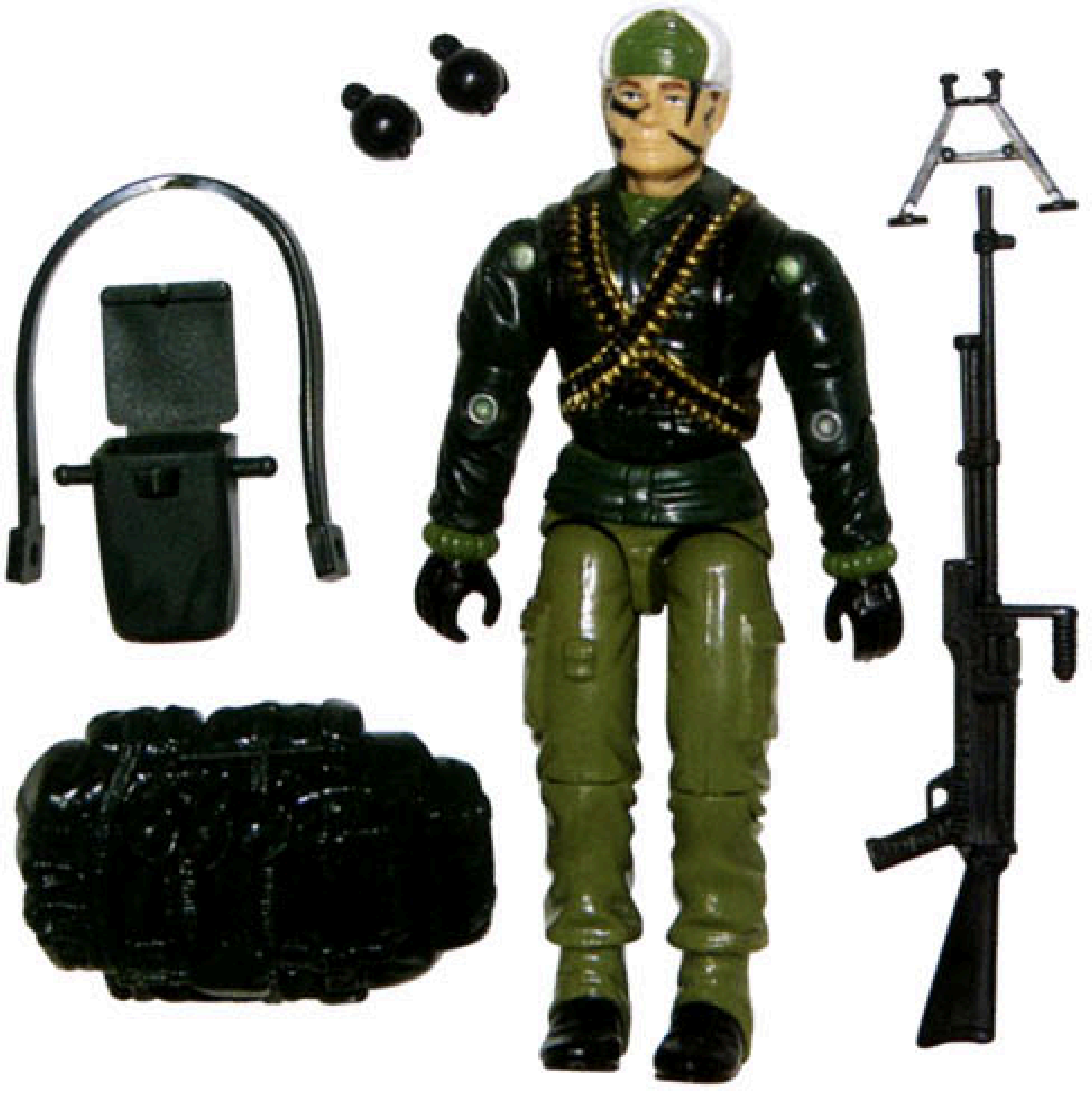
Yet another sub-team was supplemented in late-1991 with the addition of the Super Sonic Fighters line of G.I. Joes and Cobras, and with this group of characters, Hasbro effectively disregarded the concept of "willing suspension of disbelief"--choosing to pursue consumers' impulsive sales at retail over allowing children and collectors to "buy into" G.I. Joe's fictional world. This breaking of the "fourth wall" would be appropriated by Hasbro for the duration of the line.

Furthermore, at one point in 1991, Iceberg (1986) was issued as a Hasbro Direct mail-away figure with a Rock-Viper rifle (1990) and square-sized gray file card. Steeler (1982-83) was also offered as a mail-away with a circa 1991 gray file card, minus his visor, but including a set of Duke (1983) binoculars; Hawk (1986) was also solicited in this manner--with a square gray file card and gold Cobra Commander (1991) rifle (minus Hawk's helmet, backpack, and 9mm pistol).

BIG BEN

SAS Trooper

(Includes: Backpack, Grenade Pouch w/Strap, Two Grenades, Machine Gun, Bipod)



As the G.I. Joe Team's very first member of British SAS's (Special Air Service) temporary exchange program, Larry Hama provided a brief description of the SAS on the character's mass-produced file card, where the qualifications to become SAS trooper are rigorous and grueling, and Big Ben completed the training quickly.

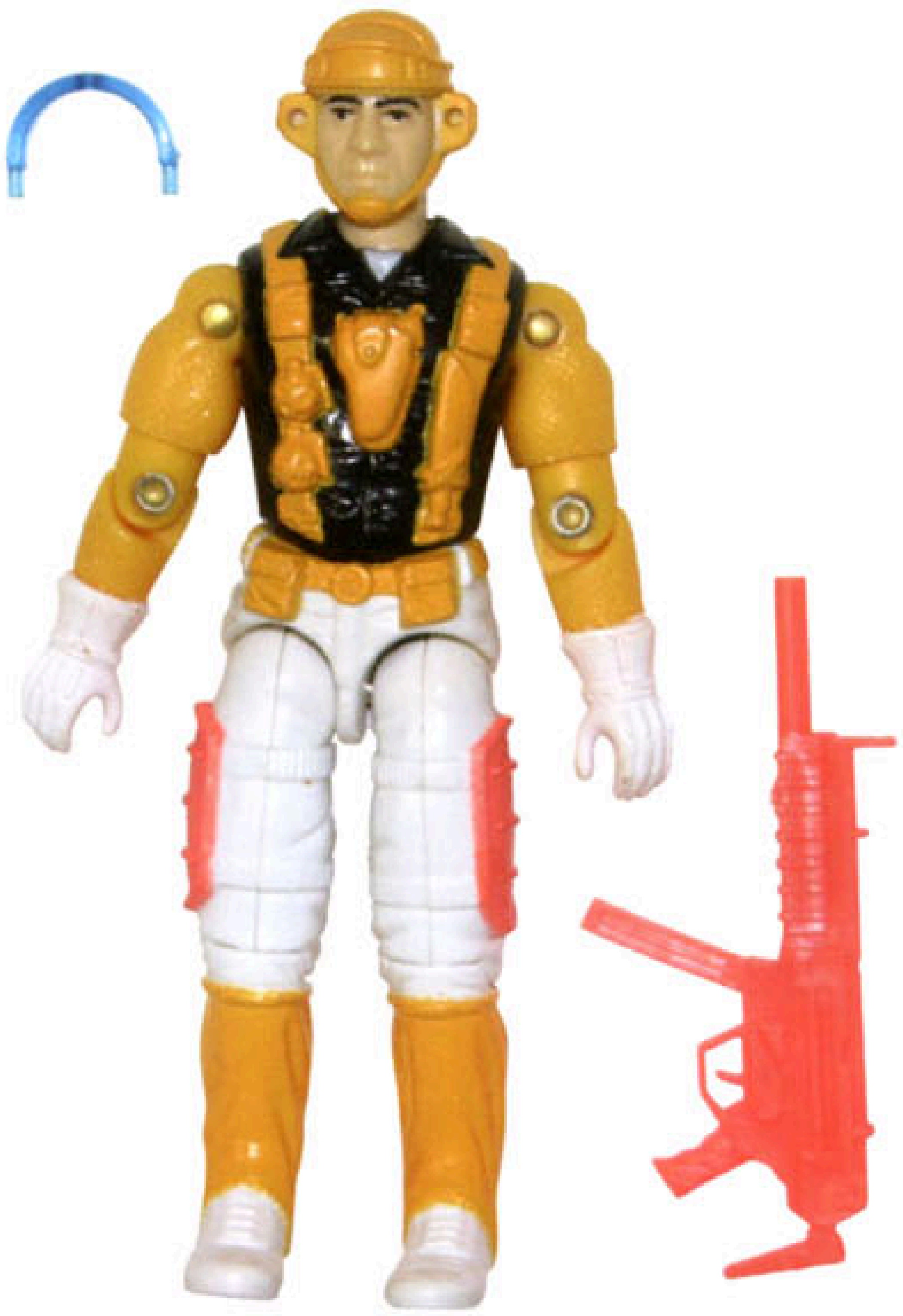
MOC: **$18-22**, MLC: **$10-14**

CLOUDBURST

Glider Trooper

(Includes: Rifle, Visor)

Included with the Air Commando glider.



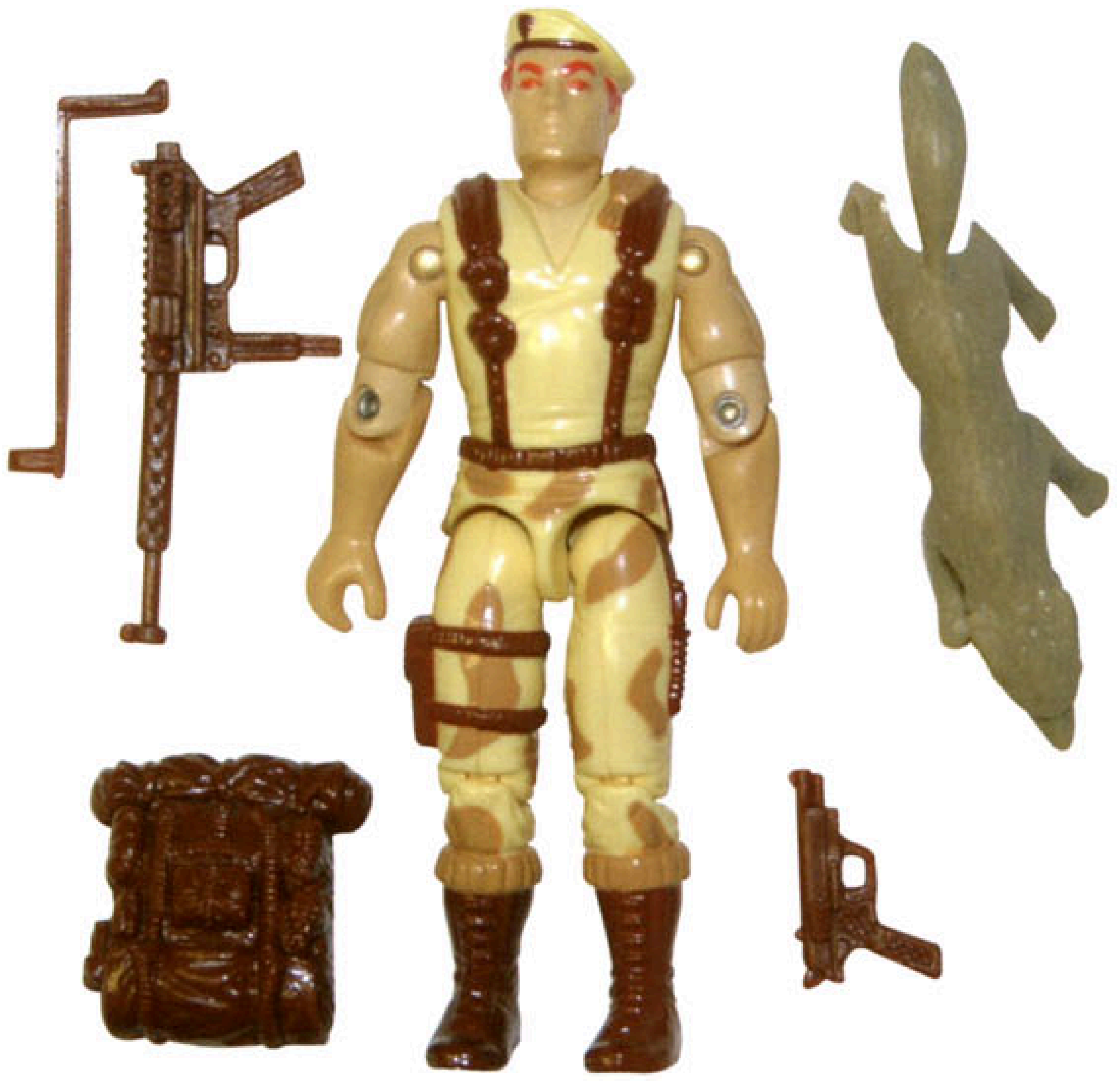
Cloudburst's prototype code name was Spindrift and collectors have noted that the action figure's accessories are well designed, and should take care that loose samples of Cloudburst's toy comes replete with both his hard-to-find blue visor and his submachine gun.

MOC: **N/A**,
MLC: **$12-15**

DUSTY & SANDSTORM

Desert Trooper & Coyote

(Includes: Coyote [Sandstorm], Backpack, Pistol, Submachine Gun w/Sliding Stock)



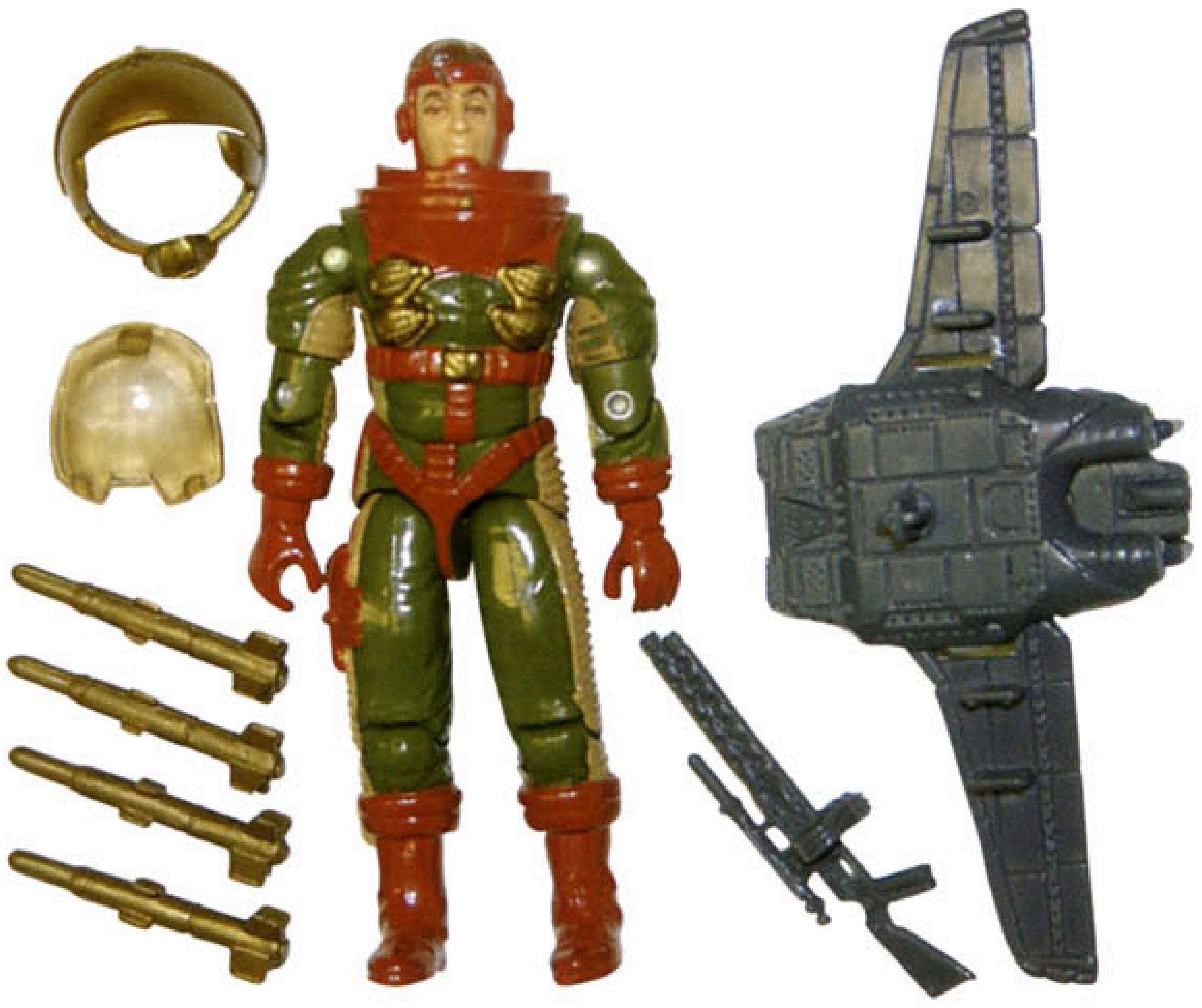
Dusty's figure sculpt is a motif that reflected America's involvement with the conflict in the Persian Gulf War (1990-91). This, the third version of Dusty (see 1985, 1988), refines his character.

MOC: **$15-20**, MLC: **$8-10**

GENERAL HAWK

G.I. Joe Commander

(Includes: Jet Pack with Movable Wings, Four Missiles, Helmet with Visor, Machine Gun)



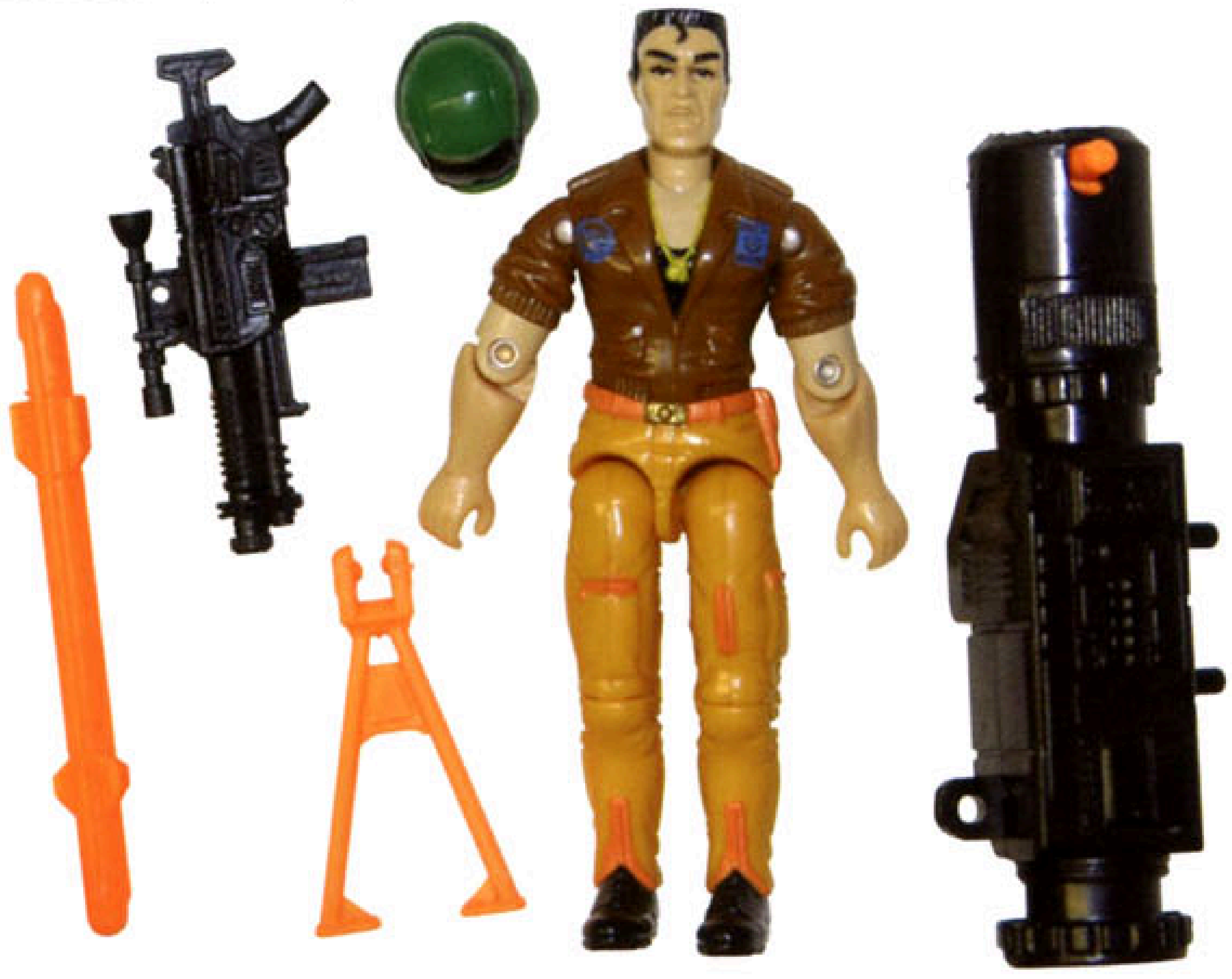
This incarnation of Hawk (now called, "General Hawk") showcases a detailed jet pack and communications helmet in order for the G.I. Joe Team's commander to "...survey the progress of battle as well as keep in constant radio contact with all the elements of his command." For a full bio on this character, see Hawk (1982, 1986).

MOC: **$18-22**, MLC: **$7-10**

GRUNT

Infantry Squad Leader

(Includes: Machine Gun, Blast 'Em Rocket Launcher, Bipod, Missile, Battle Stand, Helmet)



A strange update to 1982's Grunt (see this character's earlier entry for a full biography), the G.I. Joe Team's Infantry Trooper not only had had his hair darkened from brown to black, but is promoted to Infantry Squad Leader. His dossier shows that Grunt became reactivated with the team after taking a leave of absence (to obtain his engineering degree from Georgia Tech).

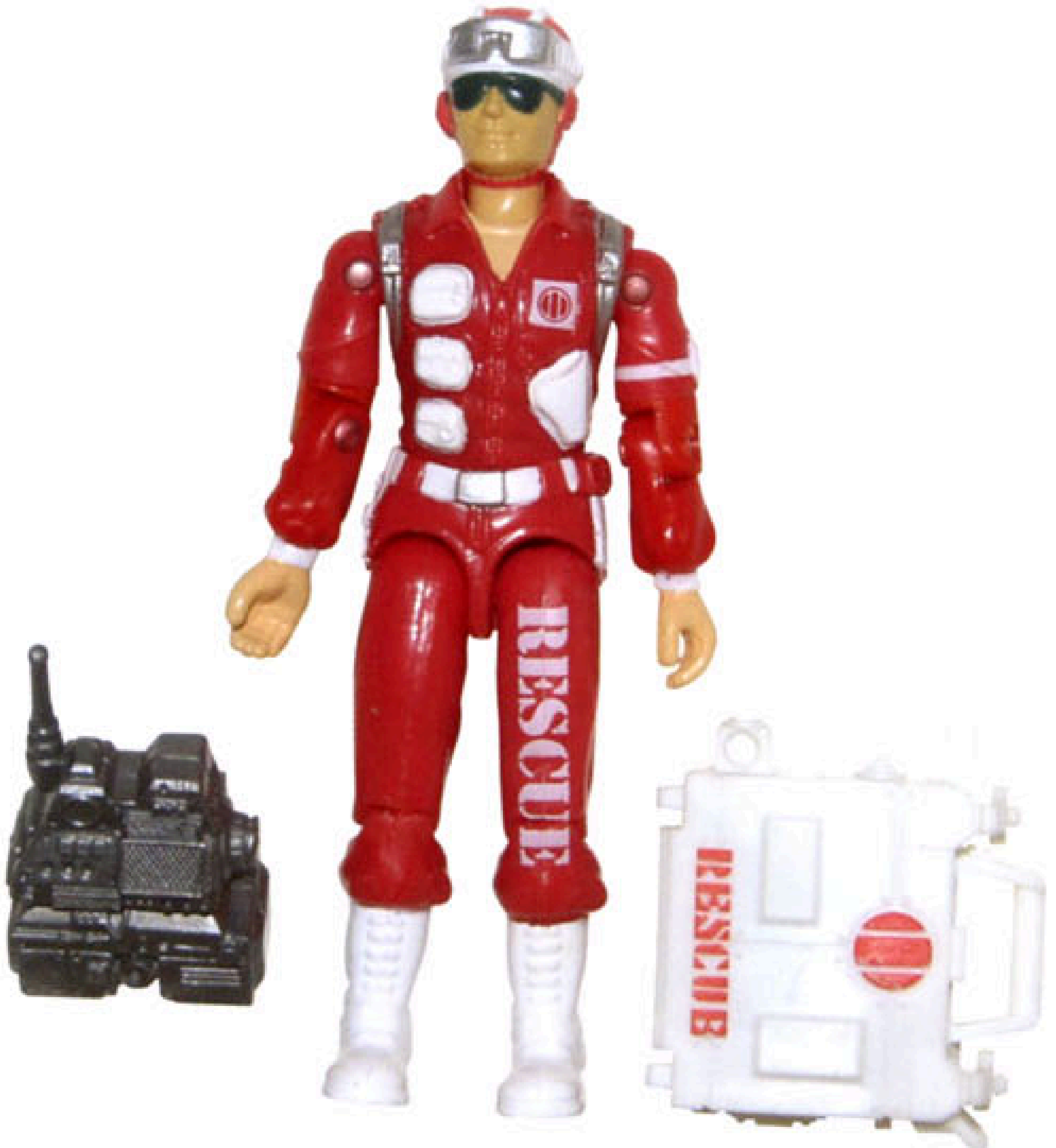
MOC: **$15-20**, MLC: **$7-10**

LIFELINE

(Kellog's Rice Krispies Exclusive)

(Includes: Rescue Case, Backpack)

Mail-Away Exclusive



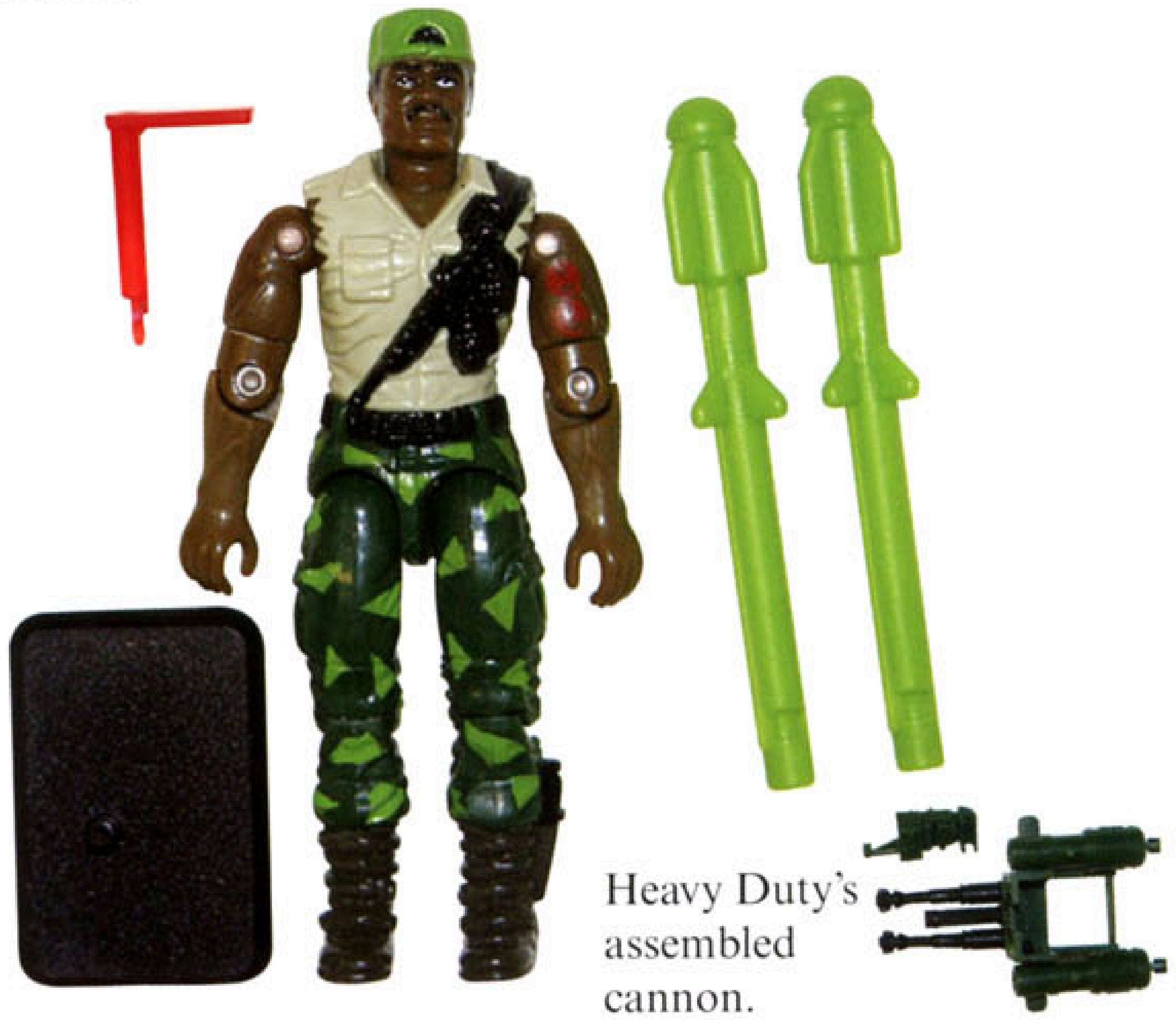
This version of Lifeline was offered as a mail-away through Kellogg's Rice Krispies brand cereal. Collectors will note that this mail-away version of Lifeline's action figure did not come with his silver Double Action Browning 9mm pistol OR his molded black sidearm and white holster (crafted onto his left leg), for the cereal company refused to offer a promotional mail-away including a toy gun.

MISBaggie: **$25-35**, MLC: **$10**

HEAVY DUTY

Heavy Ordnance Trooper

(Includes: Backpack w/Missile Sight, Launcher Base, Center Mount Cannon w/Two Spring-Loaded Side-Mount Missile Launchers, Two Missiles)



Heavy Duty's assembled cannon.

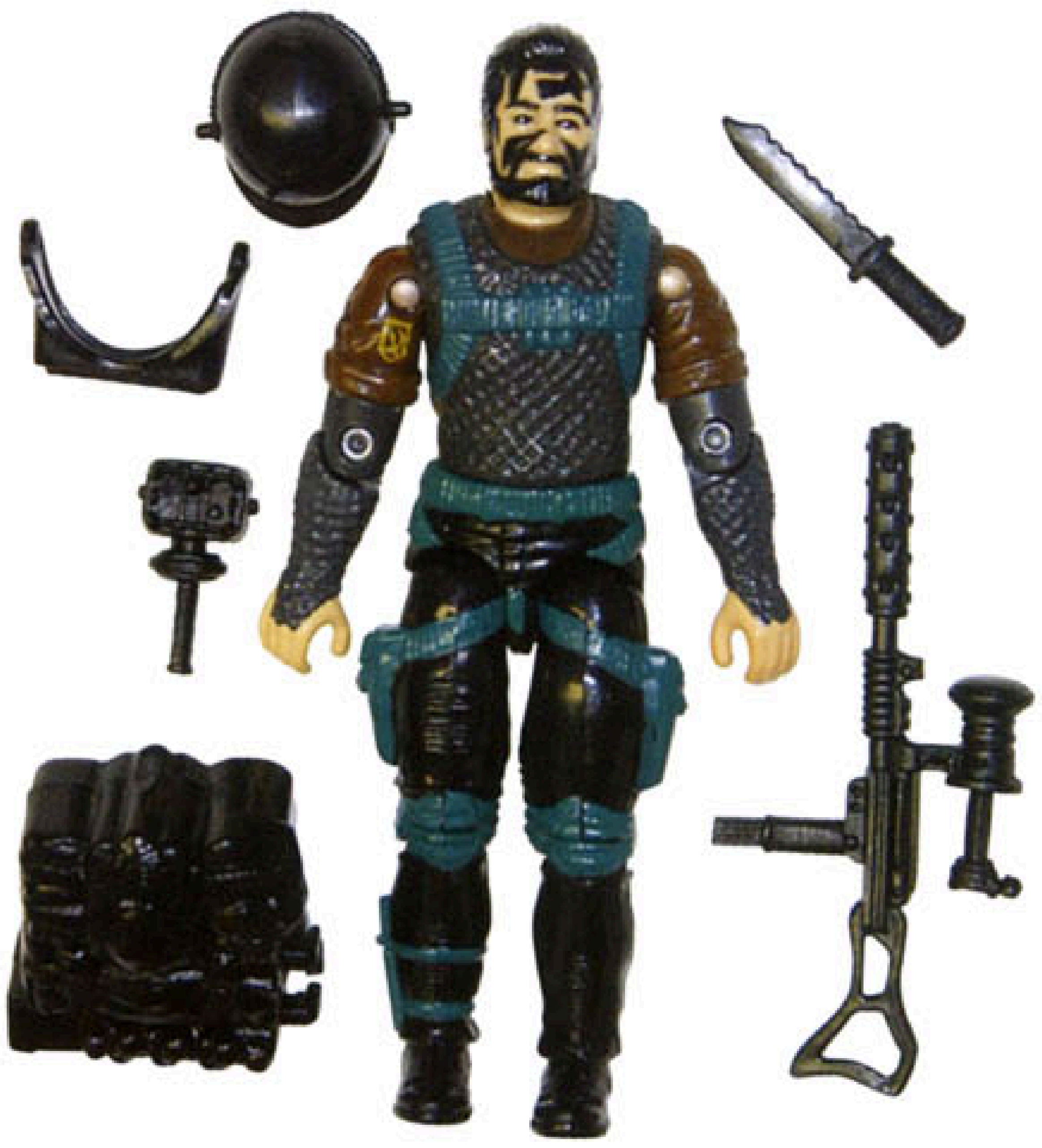
Heavy Duty became the G.I. Joe Team's new Heavy Ordnance Trooper, proficient with classical guitar (on his mass-produced file card) as well as his "Man-Portable Heavy Weapons System." Heavy Duty would go on to become a popular G.I. Joe character in the canon, and his prototype code-names were Rampart, Cinder-Block, Bulwark, and Brick-Wall.

MOC: **$15-22**, MLC: **$7-10**

LOW-LIGHT

Night Fighter

(Includes: Backpack, Knife, Flashlight, Helmet, Visor, Gun)



Now sporting a grizzled beard, face camouflage, and black hair (as his action figure formerly possessed yellow hair [see Low-Light, [1986, 1989]), Low-Light came with weapons appropriate for a "Night Fighter." This character is now more proficient with the equipment used by those members of his MOS.

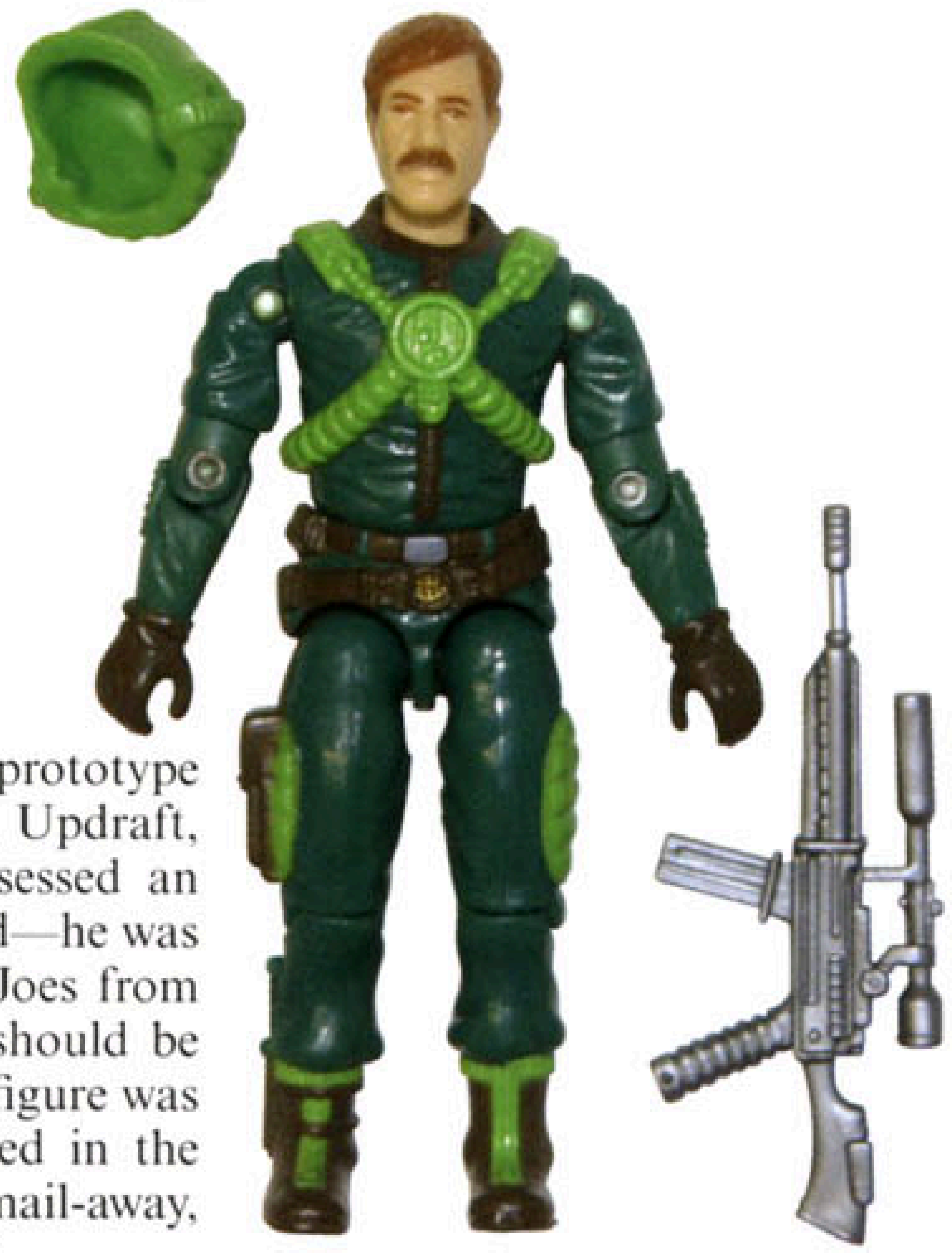
MOC: **$15-22**, MLC: **$7-10**

MAJOR ALTITUDE

Battle Copter Pilot

(Includes: Helmet, Rifle)

Included with the G.I. Joe Battle Copter.



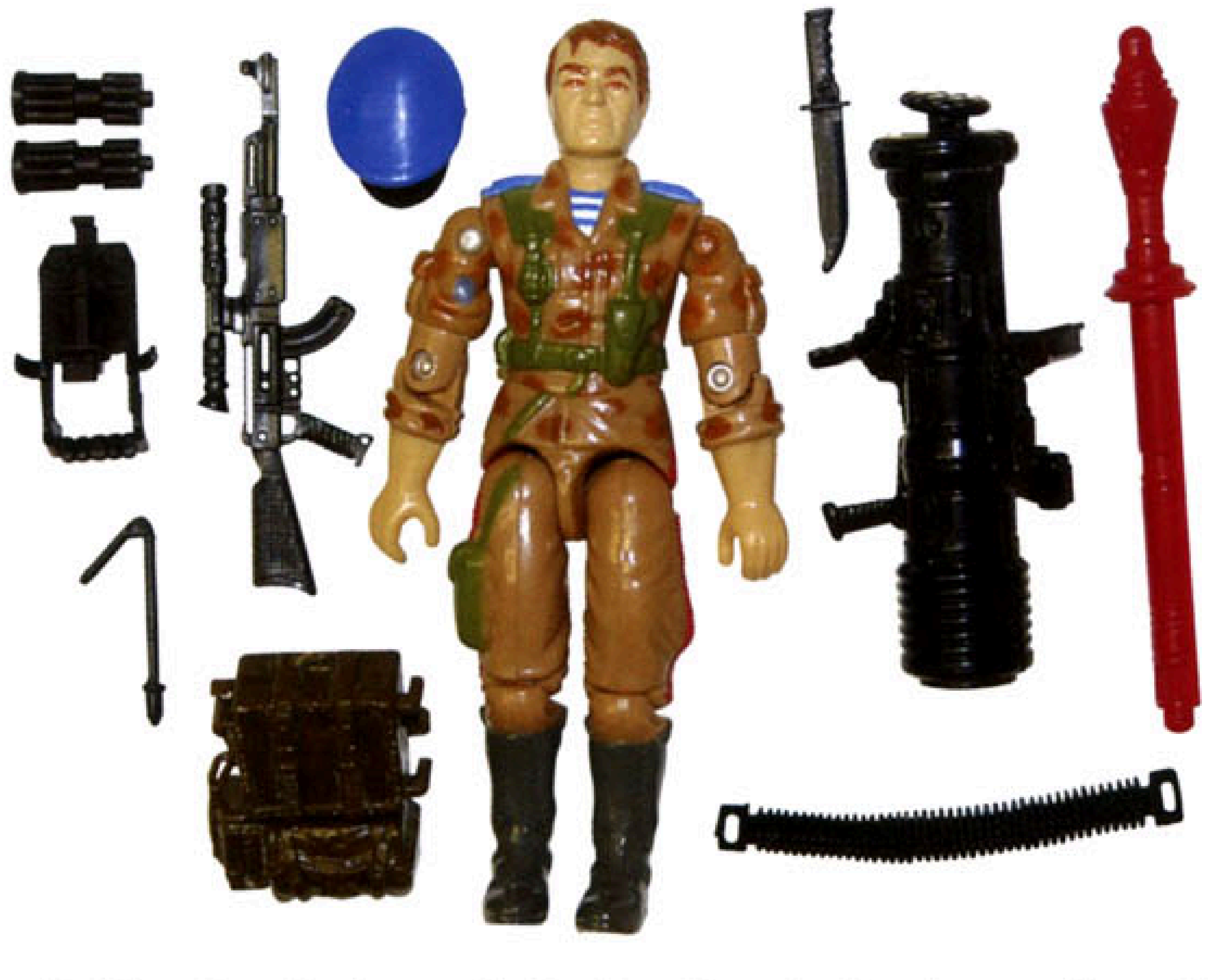
Major Altitude (prototype code names: Air-Cav, Updraft, and Whirlwind) possessed an interesting background—he was desperate to join the Joes from a very young age. It should be noted that this action figure was re-colored and included in the 1993 Hasbro Direct mail-away, "Battle Copter Pilots."

MOC: **N/A**, MLC: **$7-10**

RED STAR

Oktober Guard Officer

(Includes: Removable Hat, Knife, Backpack w/Antenna, Mini Gatling Gun w/Two Barrels, Ammo Belt, AK-47 Assault Rifle, Spring-Loaded Missile Launcher, Missile)



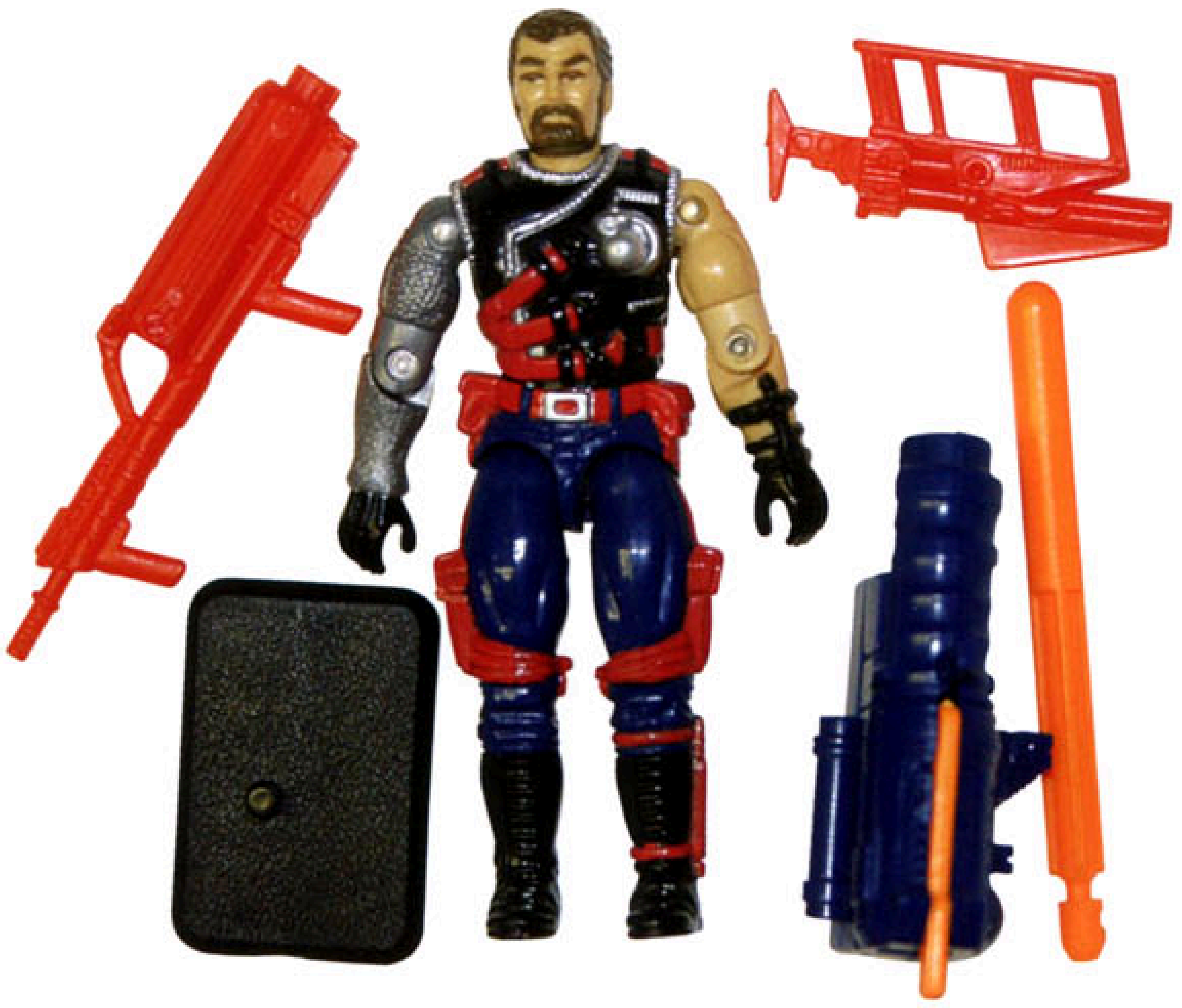
Red Star (an allusion to the "red star" on the Russian war flag of the now-defunct U.S.S.R. [the banner of the Soviet "Red Army"]) is the first G.I. Joe action figure to hail from the Oktober Guard, the Russian equivalent of the G.I. Joe team. It should be noted that Red Star was originally released on a "Cobra" file card (and red card front), and then in a later release, the file card came first with a light blue "G.I. Joe" label applied over the top of the Cobra sigil. Ultimately, Red Star would be produced on a much more common "G.I. Joe" (blue-tinted) card front. The transition card with the blue G.I. Joe sticker is fairly rare, but can be found if collectors look carefully for the toy.

MOC: (Cobra file card, or light blue sticker on file card) **$40-55**, (Joe card) **$15-20**, MLC: **$10**

MERCER

Mercenary

(Includes: Machine Gun, Grenade Launcher, Backpack w/88mm Stanford Rocket Launcher, Missile, Battle Stand)



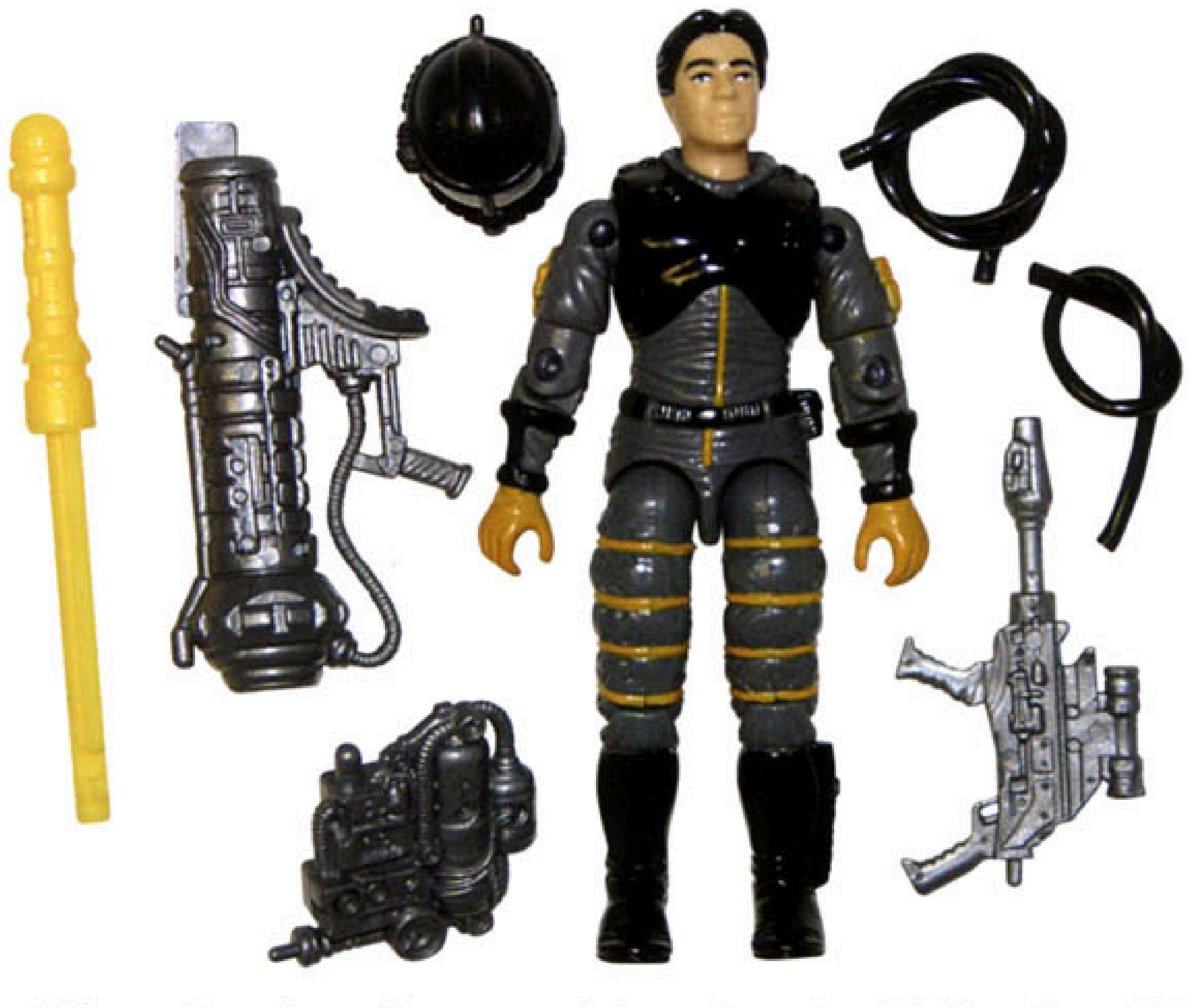
Once a member of Slaughter's Renegades (NOT Slaughter's Marauders as stated on his mass-produced file card [see Mercer, 1987]), this former Cobra Viper (1986, 1989, 1990) now sports a beard. His action figure dons the standard Cobra colors of blue, red, and silver, for "Mercer was the only Cobra Viper to ever defect to the Joes."

MOC: **$12-18**, MLC: **$10**

SCI-FI

Directed Energy Expert

(Includes: Helmet, Two Hoses, Backpack, Spring-Loaded Cannon, Laser Slug, Laser Rifle)



A fantastic update of an unusual figure from the 1986 line (for a full bio, see Sci-Fi, [1986]), this version of the former Laser Trooper turned "Directed Energy Expert" is clad in midnight black with some well-crafted accessories. Sci-Fi has now received his Master's in Electronic Engineering, and for his Master's Thesis, "was able to perfect an unparalleled defensive security system" (from the file card).

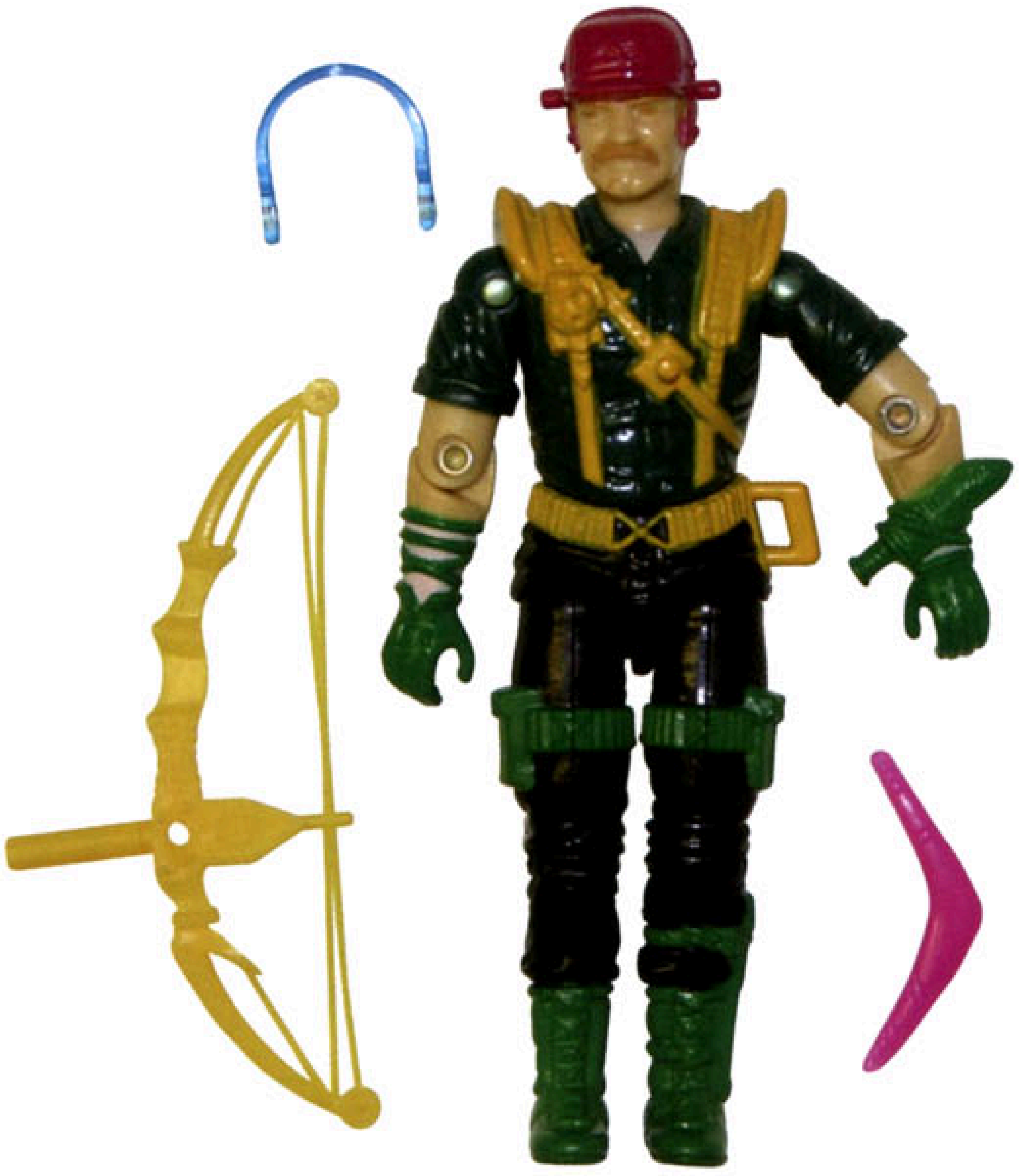
MOC: **$15-20**, MLC: **$7-10**

SKYMATE

Glider Trooper

(Includes: Visor, Boomerang, Bow)

Included with Air Commandos glider.



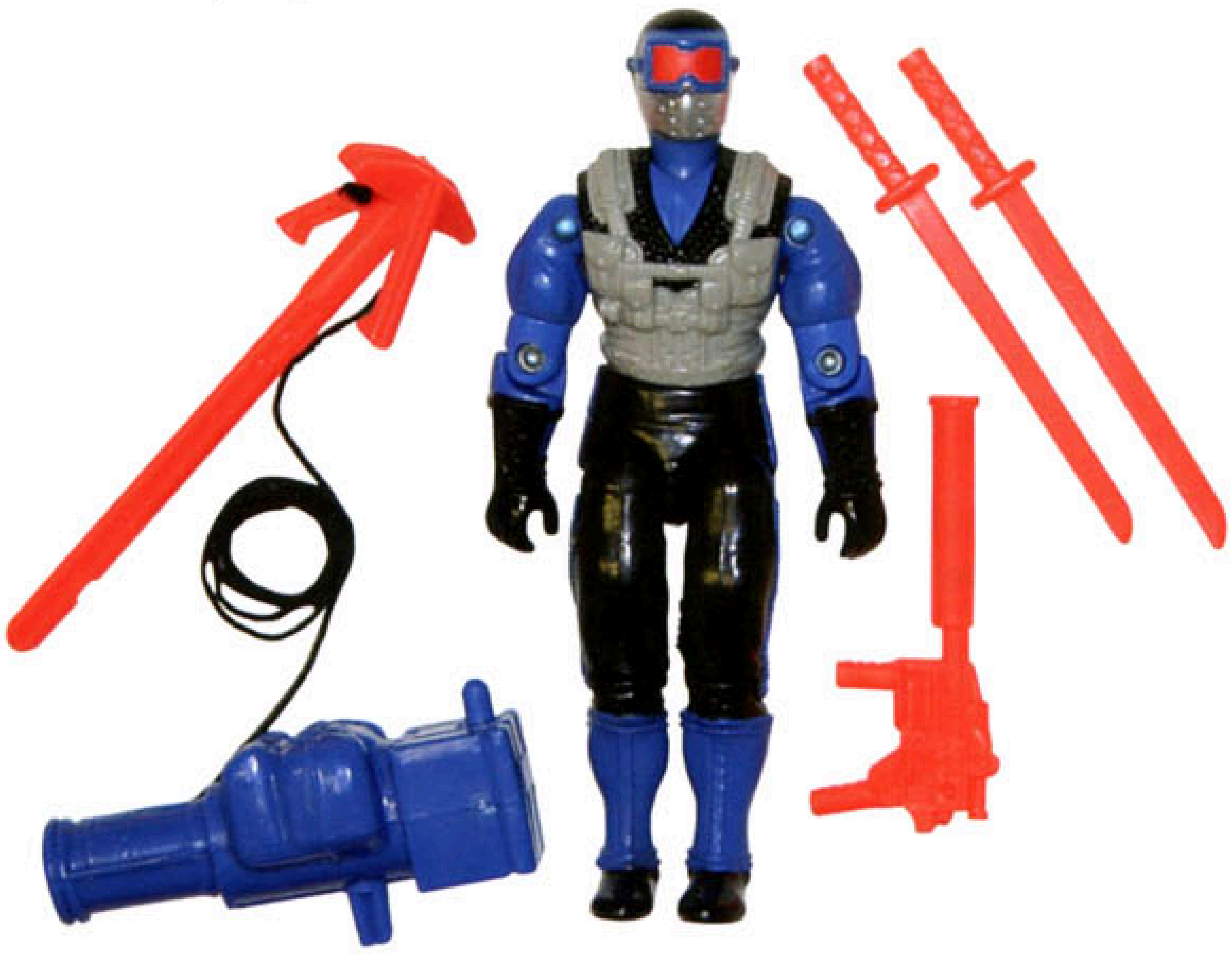
Skymate's action figure is highly desired by collectors, and his weapons and accessories are notoriously difficult to find. Between his neon pink boomerang (which fits onto his belt), his yellow compound bow, and light blue visor, Skymate is a difficult figure to find and complete. With the prototype code names of Digger, Jackaroo, and Dingo, Skymate's character hails from Queenstown, Australia, and is a member of the Australian S.A.S. (Special Air Service), as delineated on his mass-produced file card.

MOC: **N/A**, MLC: **$20-28**

SNAKE EYES

Commando

(Includes: Machine Gun, Grappling Hook w/String, Two Swords, Spring Loaded Backpack)



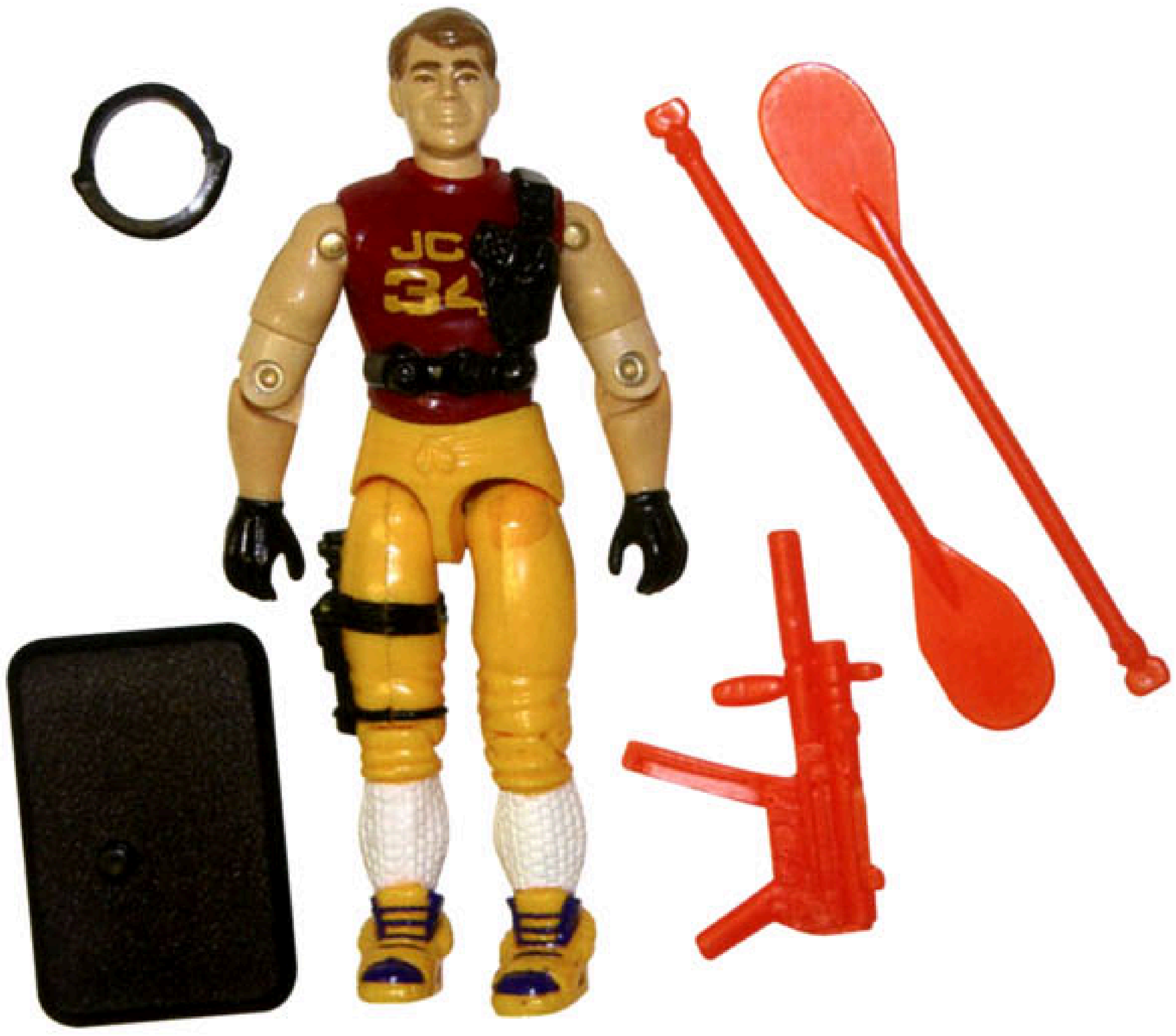
This oft-criticized incarnation of Snake Eyes was not well-received by most fans, due to its two orange swords, an orange grappling hook, and a orange machine gun. Regardless, this Series X, 1991 version of Snake Eyes built upon the commando's previously-established character. For a fuller bio on this character, see Snake Eyes (1982, 1985, 1989).

MOC: **$25-30**, MLC: **$7-12**

TRACKER

Navy S.E.A.L.

(Includes: Machine Gun, Two Paddles, Inflatable Covert Insertion Raft, Battle Stand, Helmet/Visor)



Tracker (prototype code name: Bloodhound) is an unusual action figure, for he comes with a large inflatable rubber raft and a visor that fits over the toy's eyes. It should be noted that Tracker was never intended to be a NAVY Seal on his original dossier.

MOC: **$16-22**, MLC: **$8-12**

Tracker's inflatable Covert insertion raft.

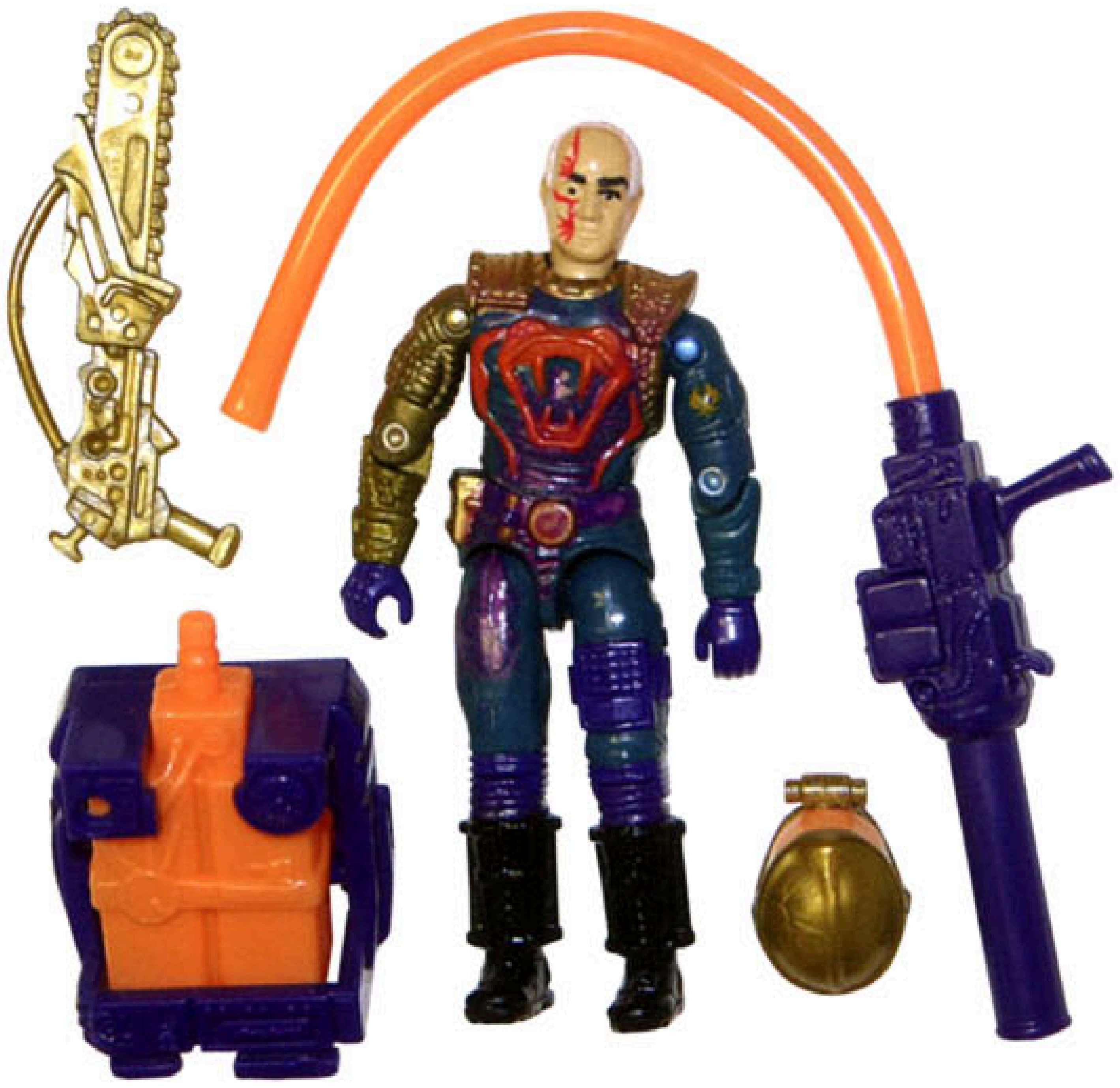
ECO-WARRIORS

According to the Eco-Warriors' (prototype code name: E-Force [Environmental Force]) card backs, the back story behind their formation is delineated as follows: "The forces of nature are under attack from Cobra and only G.I. Joe can stop them! Using the most dangerous liquid toxins known to mankind, Cobra launches its most diabolical bid to contaminate the planet's fragile eco-system and bring civilization to its knees! Armed with a sophisticated Anti-Tox water solution that changes a figure's color on contact, and outfitted with special eco-suits that detect environmental contaminants, G.I. Joe moves out to 'clean up' Cobra's act once and for all! Even now, the fate of the earth hangs in the balance."

(ECO-WARRIORS) CESSPOOL

C.E.O. – Chief Environmental Operative

(Includes: Helmet, Chainsaw, Rifle, Hose, Backpack)



Initially, Larry Hama was confused as to how this character was to be rendered, asking the following question to Allison Shiners, a Hasbro representative and his contact at the time of Series X: "I don't quite know what to do with the OIL BARON. He doesn't make any sense at all. What is he? What does he want? The name, OIL BARON (proto code name) conjures up images of *Dallas* [the television show] and ten-gallon hats, expensive suits with string ties and Tony Lama cowboy boots. The guy in the [artist's] rendering looks like a biker. This is COBRA-LA all over again…"

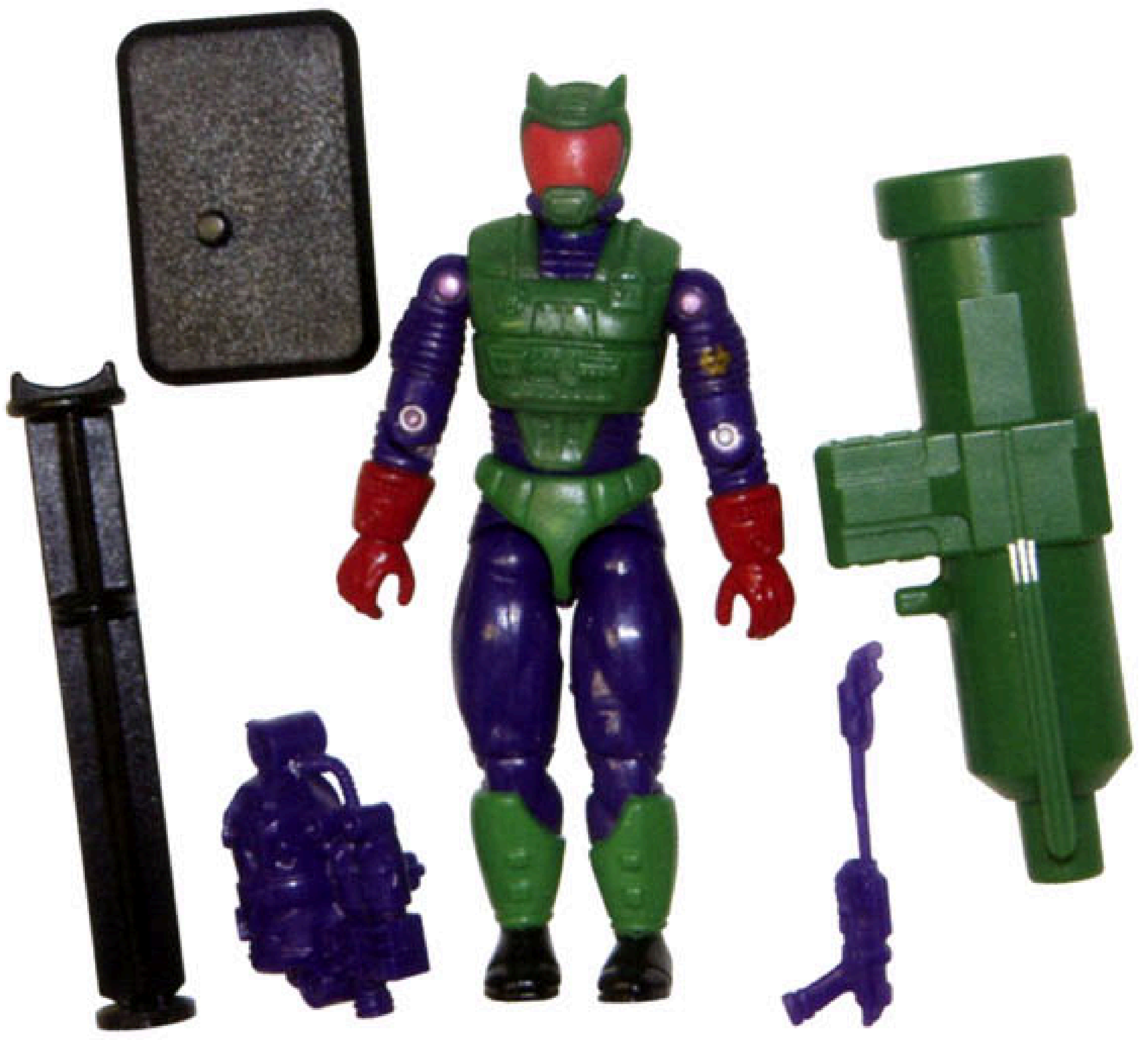
As a final note, Cesspool's file name is that of an actual person: Vincent D'Alleva was the Hasbro executive in charge of the G.I. Joe Division.

MOC: **$12-16**, MLC: **$5-8**

(ECO-WARRIORS) COBRA TOXO-VIPER

Hostile Environment Trooper

(Includes: Rifle, Backpack, Water Cannon, Figure Stand)



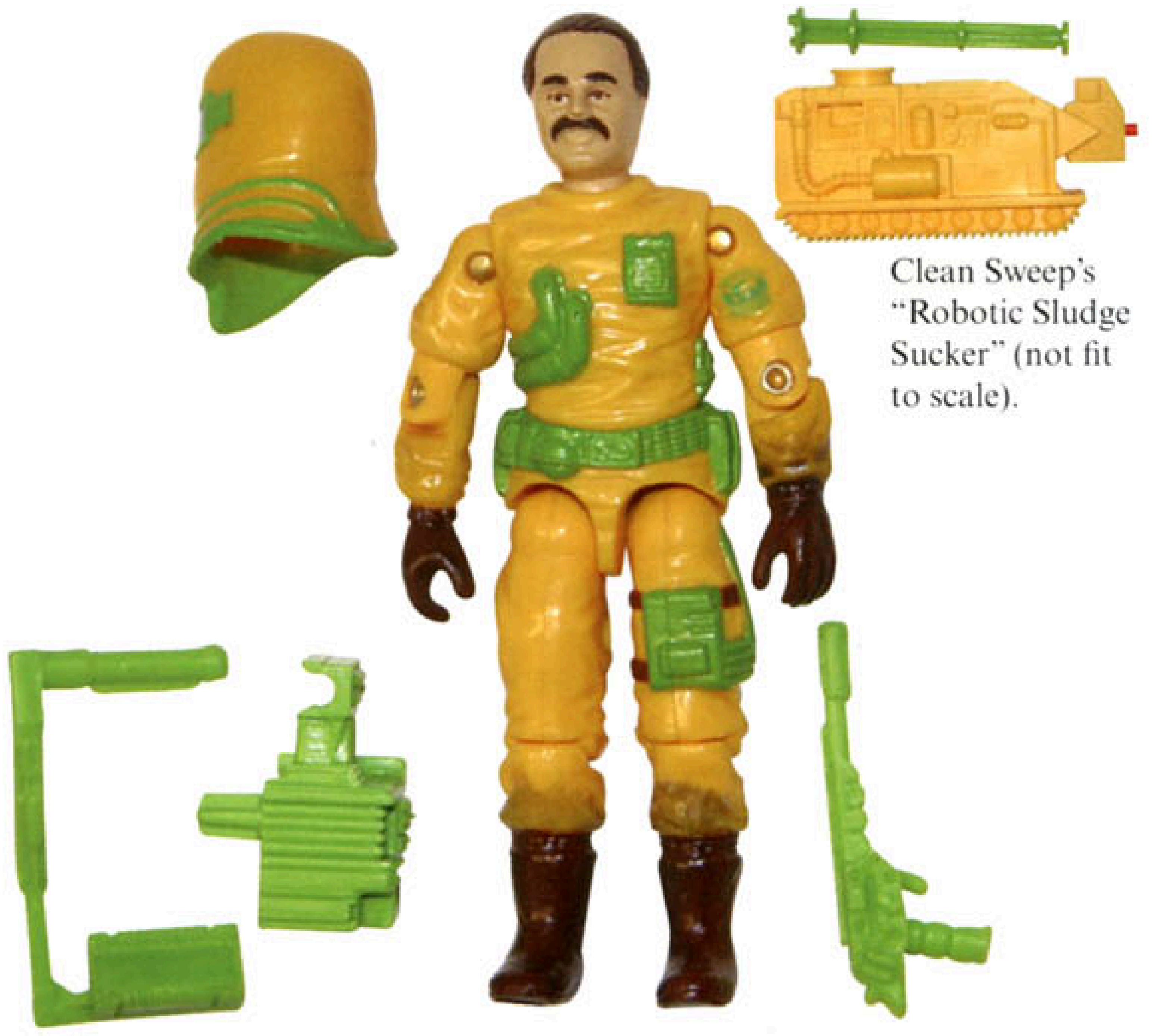
Updated and remolded for the Eco Warriors line, a full bio of this character can be viewed at Toxo-Viper, 1988. With this incarnation of the Toxo-Viper action figure, their suits have been updated.

MOC: **$12-16**, MLC: **$6-10**

(ECO-WARRIORS) CLEAN-SWEEP

G.I. Joe Anti-Tox Trooper

(Includes: Helmet, Backpack, Pistol, Robot w/Lever)



Clean Sweep's "Robotic Sludge Sucker" (not fit to scale).

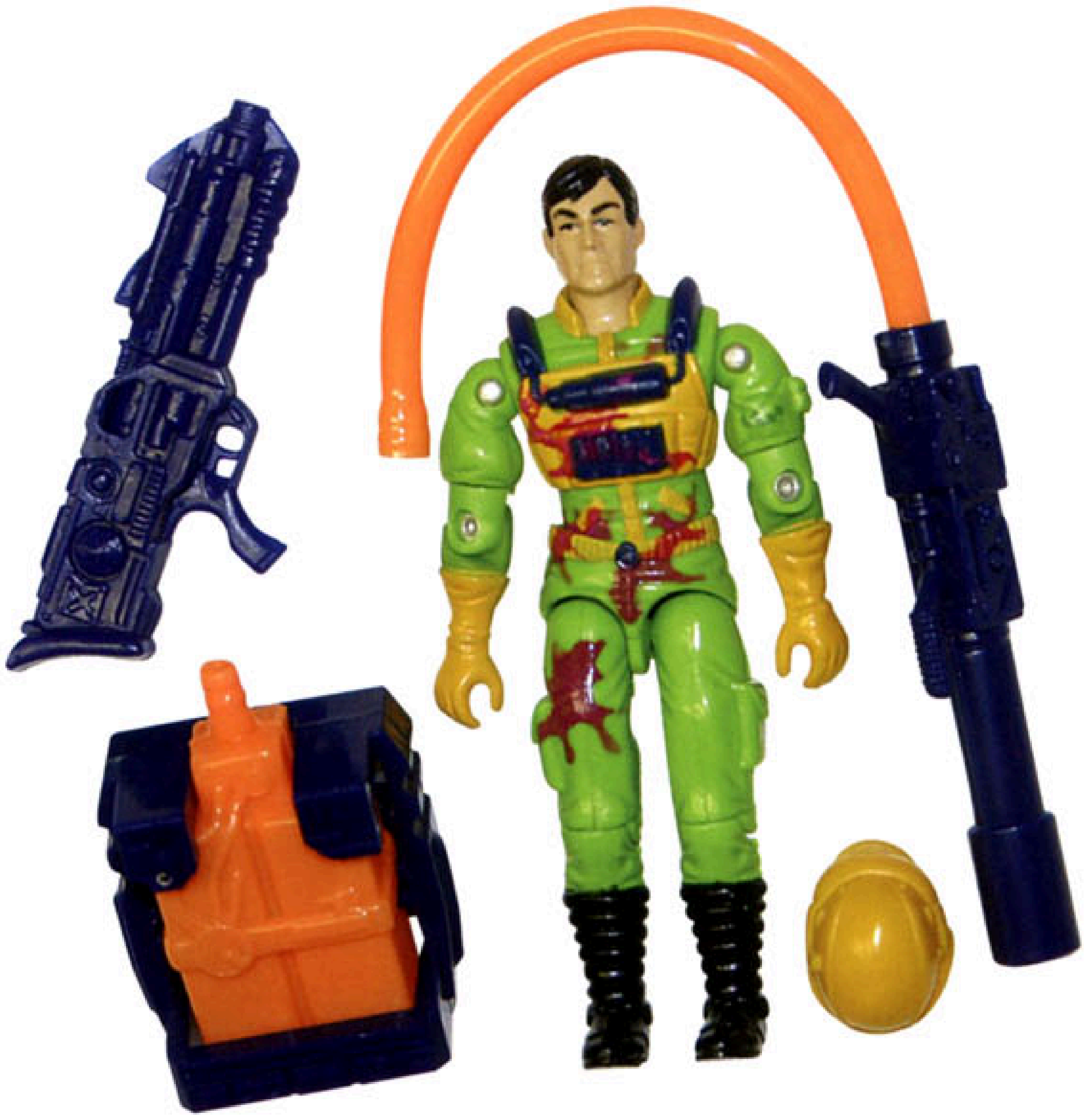
With the PMS (Primary Military Specialty) of "Chemical Operations Specialist" and an SMS (Secondary Military Specialty) of "Combat Engineer," Clean-Sweep possesses a large water-shooting "robotic sludge sucker/neutralizer gel dispenser" with plug that allows him to pursue his MOS in earnest.

MOC: **$12-16**, MLC: **$5-8**

(Eco-Warriors) Flint

Eco-Warriors Commander

(Includes: Helmet, Rifle, Water Rifle, Hose, Backpack)



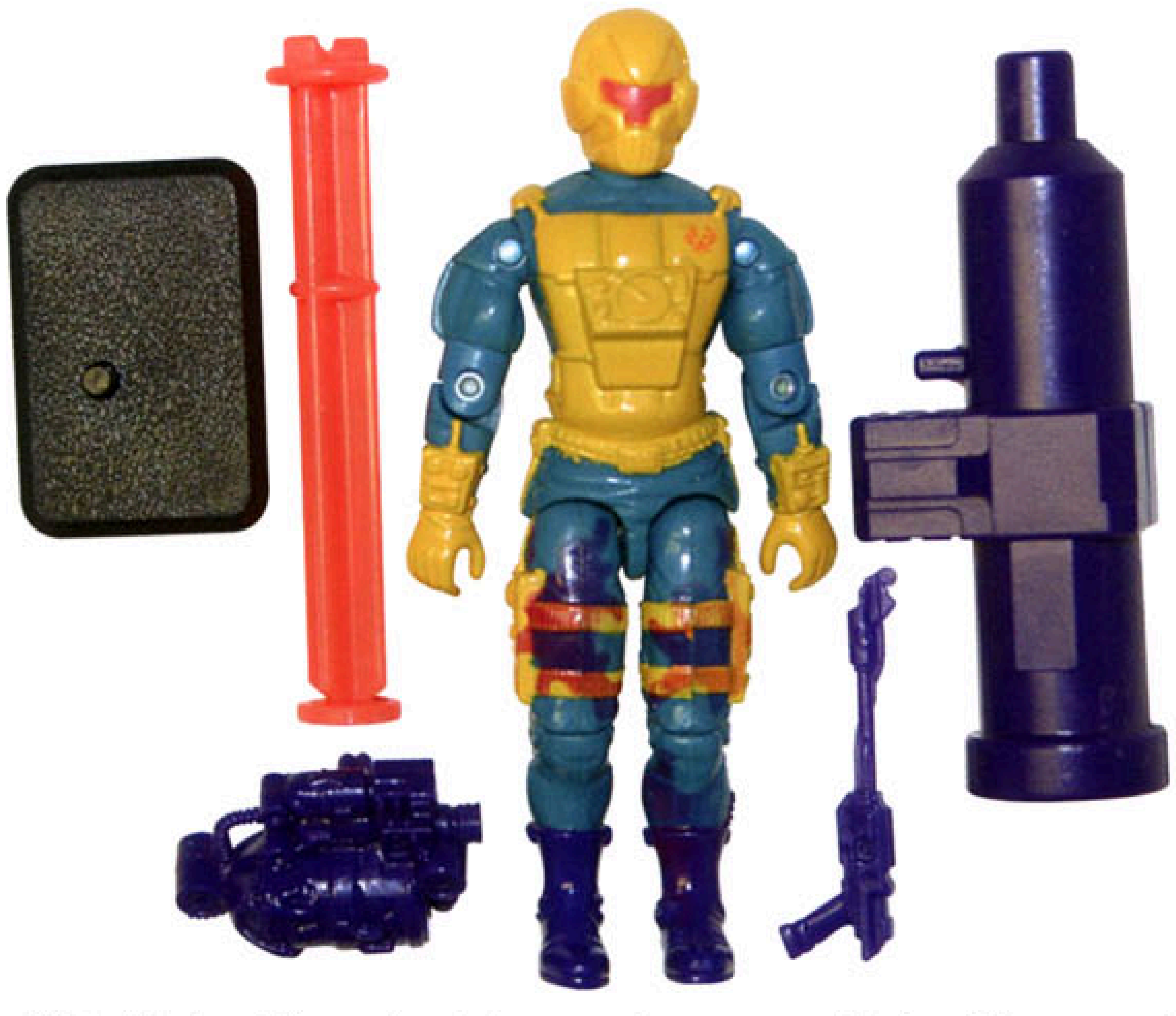
As head of the new Eco-Warriors environmental force, Flint is "... a graduate of Special Forces School as well as the Flight Warrant Officers' School and a former Rhodes Scholar, [he] was a natural choice to head up the new G. I. Joe Environmental Force" (from the prototype dossier).

MOC: **$12-16**, MLC: **$5-8**

(Eco-Warriors) Sludge Viper

Cobra Hazardous Waste Viper

(Includes: Rifle, Backpack, Water Cannon, Missile, Figure Stand)



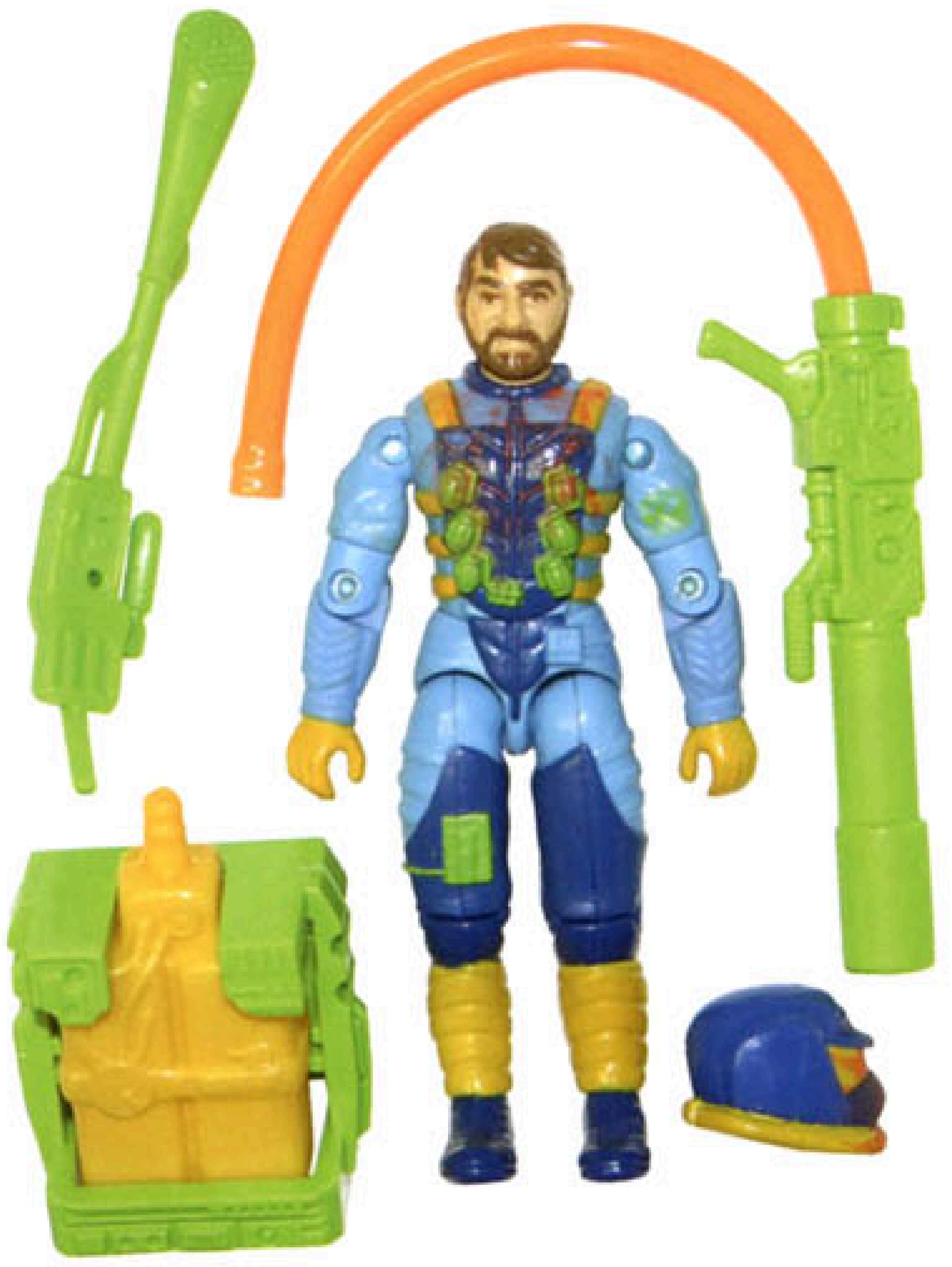
The Sludge Viper (prototype code names: Sludge-Slinger and Repulsor) possesses a sludge gun (purple water-firing cannon with maroon plug) as his lone weapon--an armament that is a miracle of modern Cobra technology.

MOC: **$12-16**, MLC: **$6-10**

(Eco-Warriors) Ozone

G.I. Joe Ozone Replenisher Trooper

(Includes: Helmet, Vacuum, Water Rifle, Hose, Backpack)



Ozone (prototype code name: Fresh Air) is the G.I. Joe Team member with the most experience in "... atmospheric-dispersal toxins and is equipped with a multi-purpose backpack capable of neutralizing various forms of airborne SLUDGE."

MOC: **$12-16**, MLC: **$5-8**

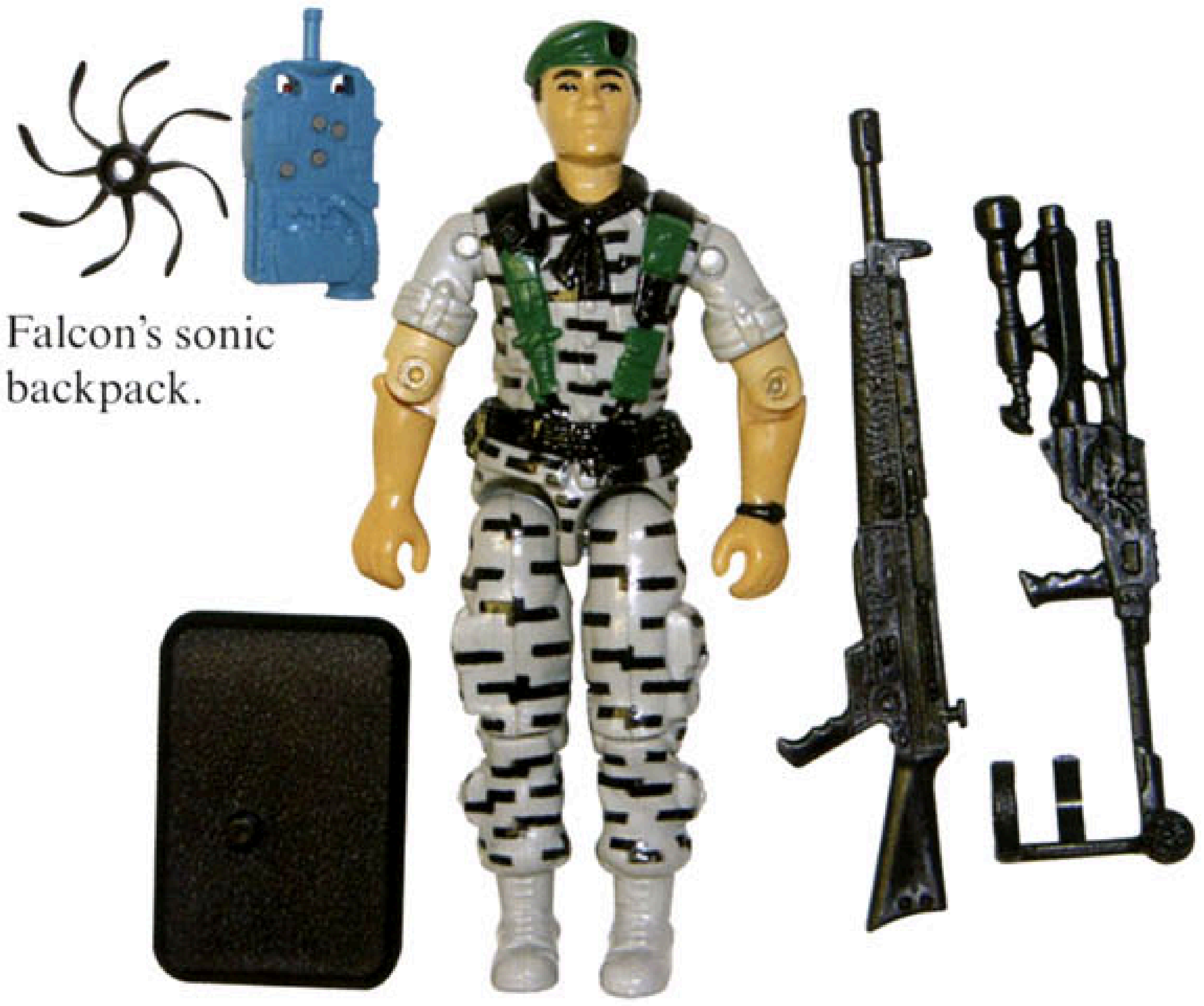
Super Sonic Fighters

The Super Sonic Fighters action figures were described by Hasbro on their package backs as follows: "These specially trained front-line fighters blast into action, equipped with a devastating arsenal of battle-ready weapons! Take command of these front line commandos and put the sounds of battle at your fingertips! (Use your Sonic Backpack as a Hand-held Weapon!)"

(Super Sonic Fighters) Lt. Falcon

Green Beret

(Includes: Machine Gun, Laser Rifle, Battle Stand, Copter Blades. Sonic Backpack capable of four sonic sounds: Laser Pistol, Machine Gun, Laser Rifle, Pistol)



Falcon's sonic backpack.

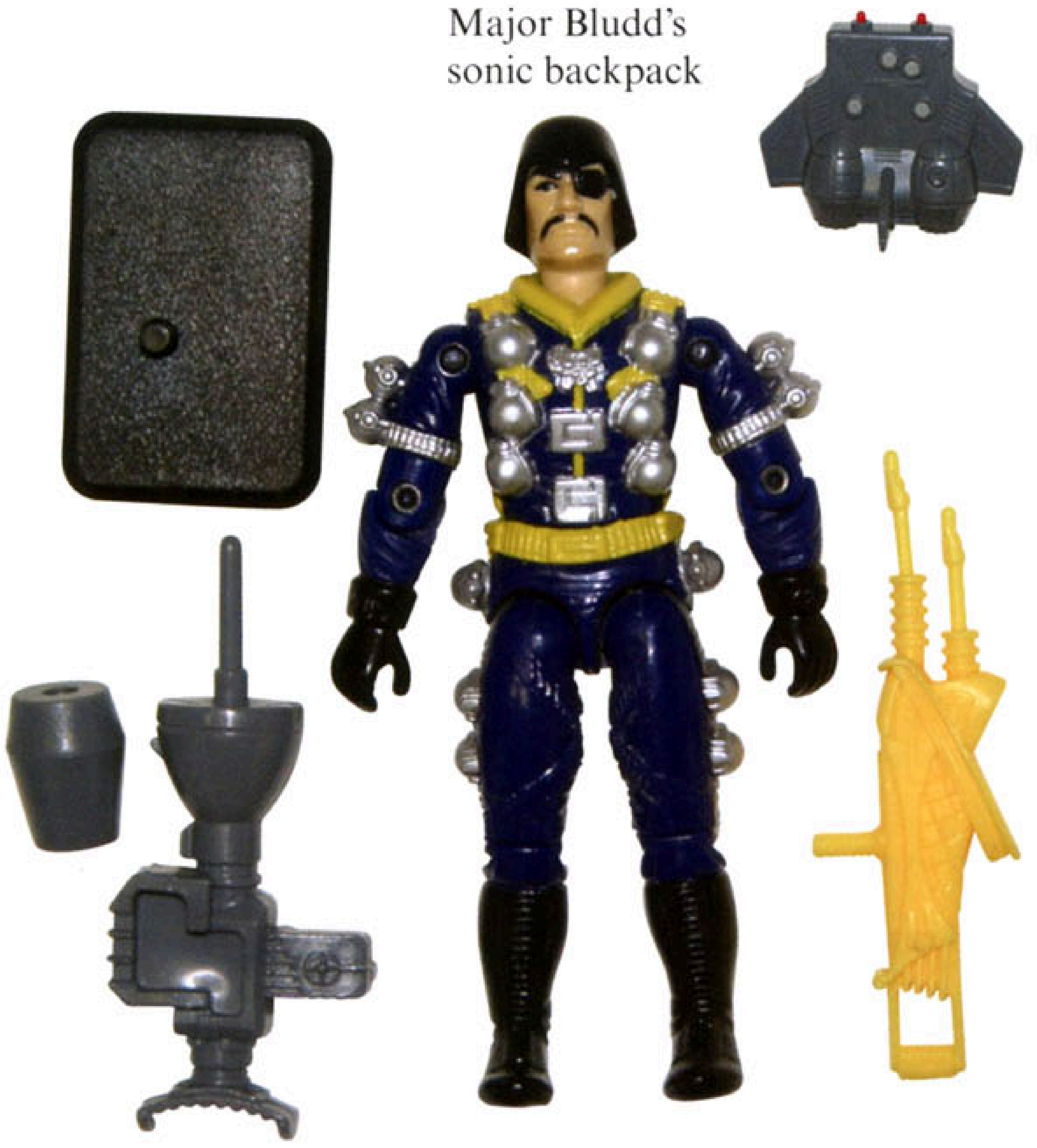
Lt. Falcon's military history is recounted on his prototype file card. For a fuller bio of this character, see Falcon (1987, 1988).

MOC: **$10-13**, MLC: **$5-7**

[SUPER SONIC FIGHTERS] MAJOR BLUDD

Mercenary

(Includes: Sonic Disruptor Cannon, Laser Machine Gun, Battle Stand, Muzzle. Sonic Backpack capable of four sonic sounds: Laser Pistol, Sonic Disruptor Cannon, Rocket Launcher, Laser Machine Gun)



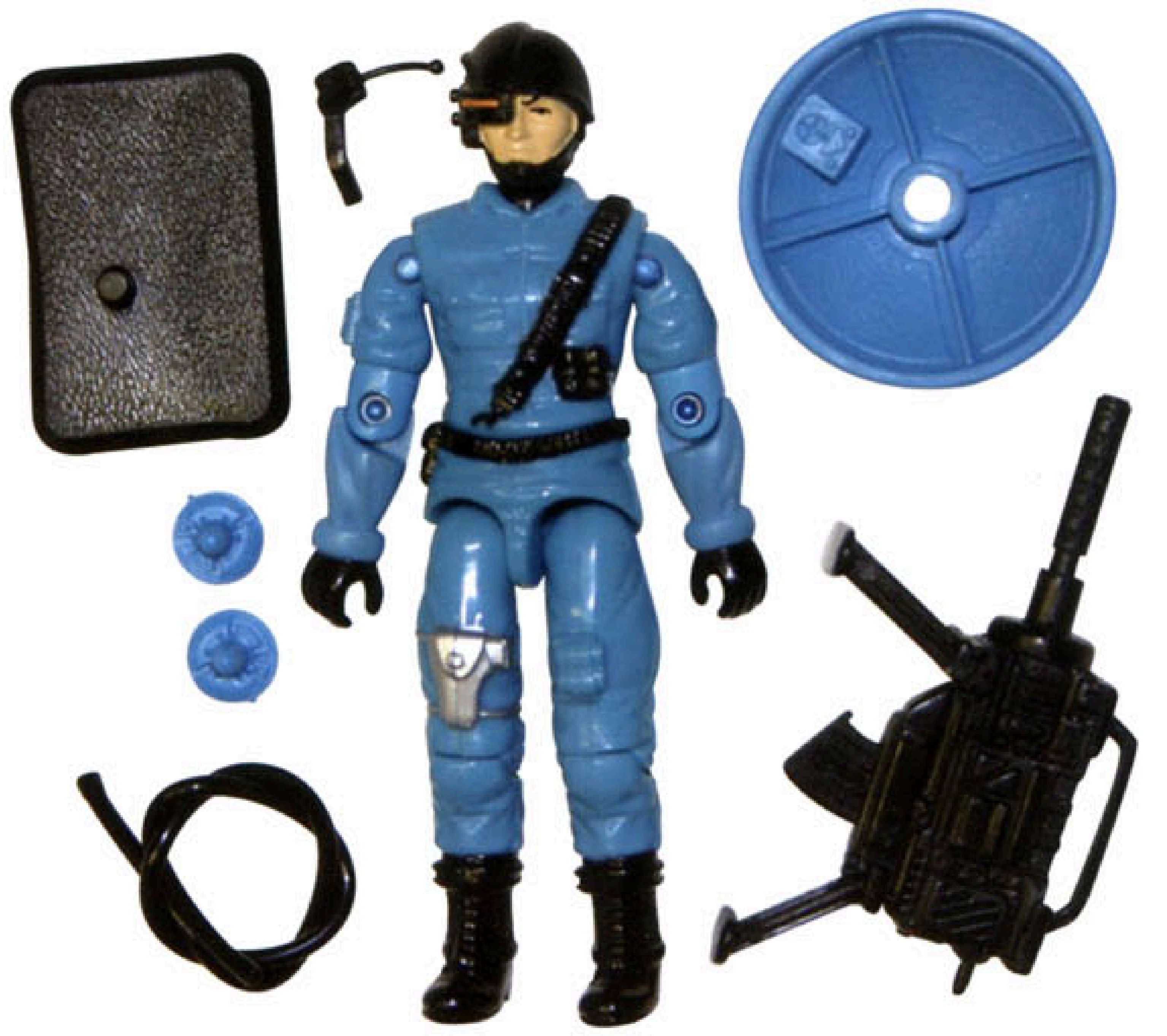
Bludd's original, prototype dossier contains a paragraph never before seen in print, influenced by various Marvel Comics storylines: "Major Bludd is an international soldier of fortune, with a price on his head in three countries. He was involved with the Baroness in a plot to take over Cobra by getting rid of Cobra Commander, and even though the coup was a failure, his complicity went undetected. He even masqueraded as Destro [1983, 1988] for a while but was found out and severely trounced by the real laird of castle Destro. He is also believed to have been the principal shooter in an assassination attempt on Snake Eyes." For a fuller biography of Major Bludd, see 1983.

MOC: **$10-13**, MLC: **$5-7**

[SUPER SONIC FIGHTERS] PSYCHE-OUT

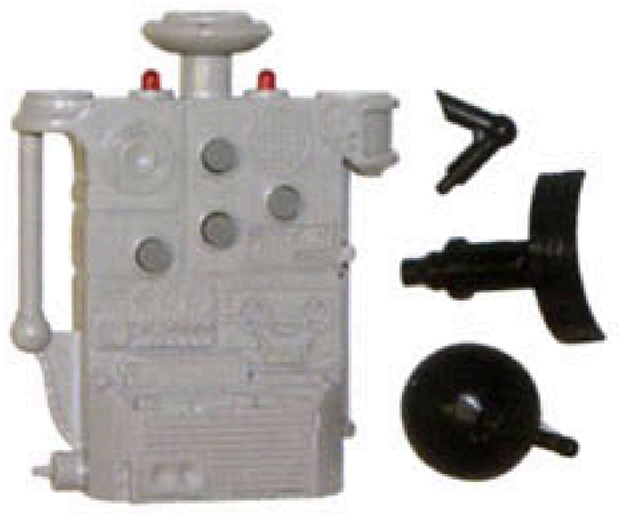
Deceptive Warfare

(Includes: Two Small E.C.M. Disks, Large E.C.M. Disk, E.C.M. Microphone, Antenna, Radar Dish, Radar Screen, Battle Stand, Hose. Sonic Backpack capable of four sonic sounds: Laser Pistol, Pistol, E.C.M. Laser, Laser Rifle)



With one of the most interesting re-sculpts of any Sonic Fighter or Super Sonic Fighter figure, Psyche-Out looks the part of a soldier whose MOS is Deceptive Warfare, as evinced by his mass-produced file card. For a fuller biography of this character, see Psyche-Out (1987, 1988).

MOC: **$10-13**, MLC: **$5-7**



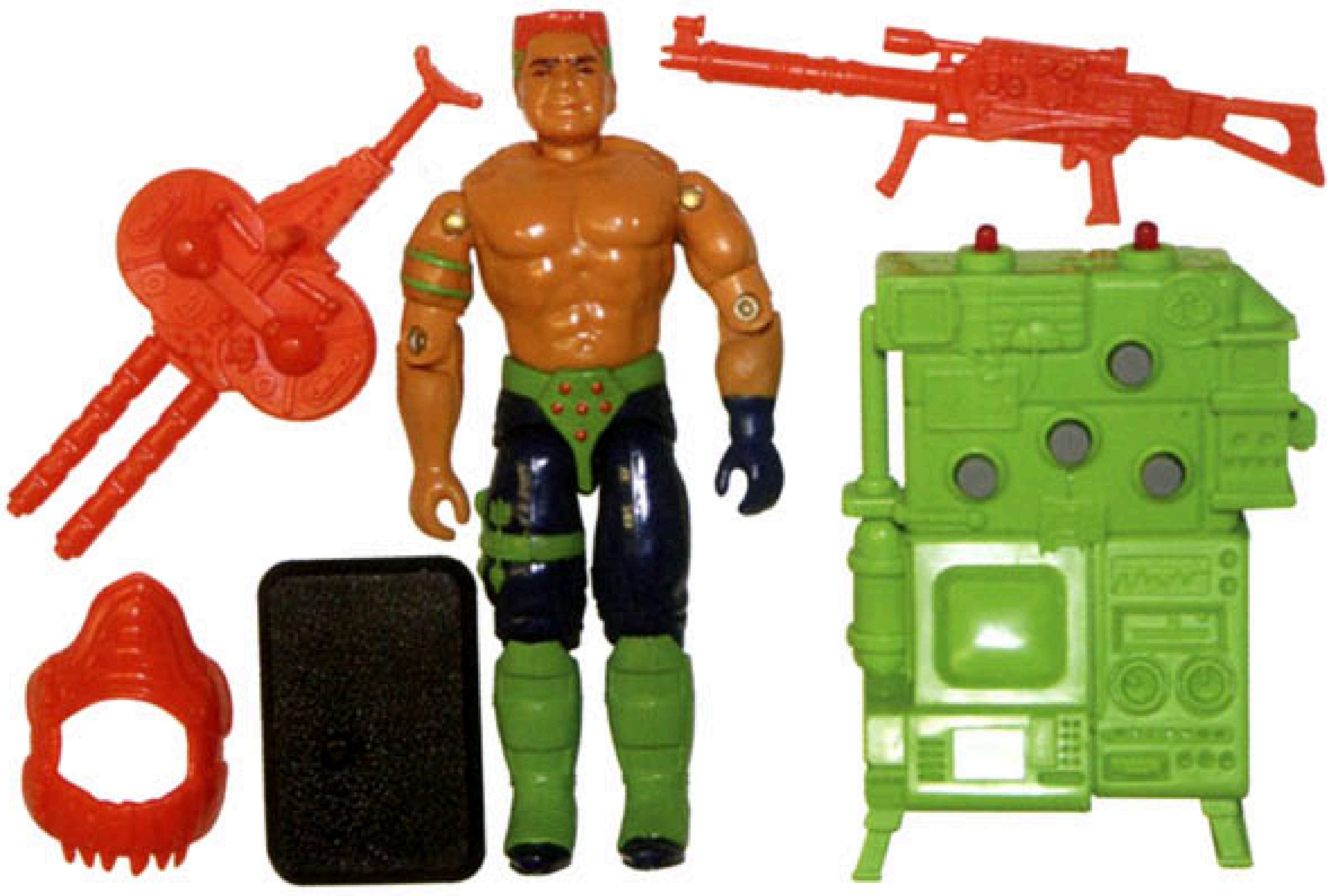
[SUPER SONIC FIGHTERS] ROAD PIG

Dreadnok

(Includes: Machine Gun, Flamethrower, Battle Stand, Shoulder Pads. Sonic Backpack capable of four sonic sounds: Commando Rifle, Laser Pistol, Flamethrower, Machine Gun)

The prototype version of Sonic Fighters' Road Pig's file card also provides the character with an arrest record very similar to his original 1988 version: For a full biography of this character, see Road Pig (1988).

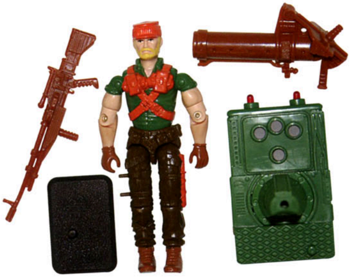
MOC: **$10-13**, MLC: **$5-7**



[SUPER SONIC FIGHTERS] ROCK 'N ROLL

Machine Gunner

(Includes: Machine Gun, Cannon, Battle Stand. Sonic Backpack capable of four sonic sounds: Laser Rifle, .50 Cal. Machine Gun, Mortar Launcher, M-50 Machine Gun)



This version of Rock 'N Roll--molded in olive drab and neon orange--is not very desirable on the secondary market, yet there were many important changes made on his originally-constructed file card, as the action figure was initially slated to included some of his 1989 accessories: mainly his two Gatling guns. Therefore, his prototype dossier reads as follows: "Built primarily of plastics and stampings and utilizing a telescoping bolt, the Double-Trouble [Gatling guns] with 1000 round magazine and power pack weighs in at less than 50 pounds! Being a weight-lifter from his old Malibu surfing days, Rock 'N Roll goes into the field with TWO Double-Troubles, giving him a capability of 8000 rounds-per-minute! That's the equivalent of over a DOZEN M-60 machine guns!"

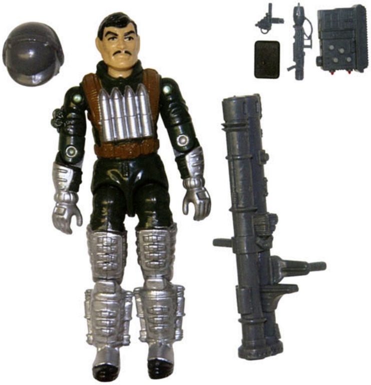
For a fuller biography of this character, see Rock 'N Roll (1982, 1989).

MOC: **$10-13**, MLC: **$5-7**

(SUPER SONIC FIGHTERS) ZAP

Ground Artillery Soldier

(Includes: Backpack Gun, Sonic Rocket Launcher, Helmet, Battle Stand, Double Barreled Rocket Launcher w/Muzzle. Sonic Backpack capable of four sonic sounds: Double Barreled Rocket Launcher, Grenade Launcher, Machine Gun, Pistol)



This version of Zap is an effective update of the original Zap (1982) and even captures the moustache he was missing from his original incarnation. In Series X, Zap's MOS (Military Occupational Specialty) has changed from Bazooka Soldier to Ground Artillery Soldier, reflected in his mass-produced file card. For a fuller biography of the character, see Zap, 1982.

MOC: **$10-13**, MLC: **$5-7**

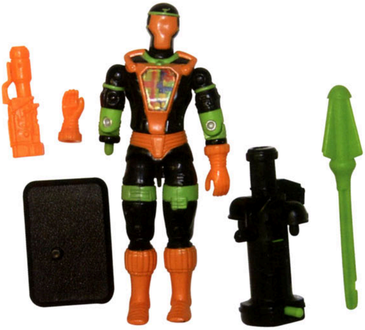
COBRA B.A.T.

Battle Android Trooper

(Includes: Hand, Grenade Launcher, Battle Stand, Modular Missile Launcher, Missile)

The second version of Cobra's Battle Android Troopers are described on their prototype file card as follows: "The new B.A.T.s, although upgraded in weapons systems, have been severely downgraded in logic and memory, such trifles being deemed unnecessary in what is basically a machine gun with legs." For a fuller biography on this character, see Cobra B.A.T. (Mark I), 1986.

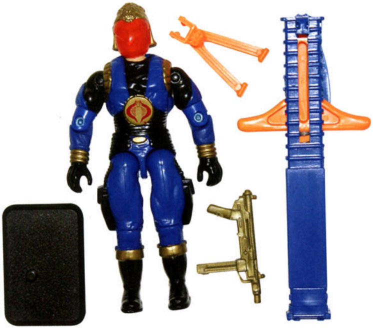
MOC: **$16-22**, MLC: **$8-12**



COBRA COMMANDER

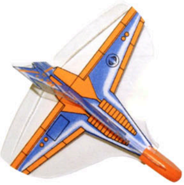
Cobra Leader

(Includes: Machine Gun, Bipod, Spring-Loaded Flying Surveillance Weapon Launcher, Glider, Battle Stand)



Packaged with an odd accessory--a "radio-controlled, buzz bomb, flying surveillance weapon"--this oddly-uniformed version of Cobra Commander came in two variations: with or without eyebrows. The version with eyebrows is much rarer than the version without eyebrows. For a fuller biography on this important character, see Enemy Leader: Cobra Commander (1982, 1984, 1987).

MOC: *(eyebrows)* **$18-25**, *(no eyebrows)* **$15-20**, MLC: *(eyebrows)* **$12-15**, *(no eyebrows)* **$8-10**

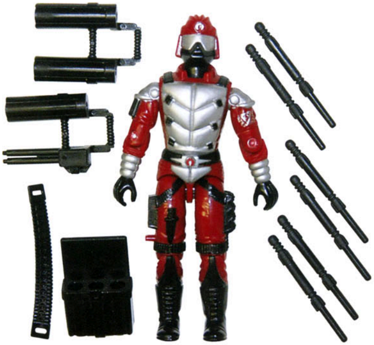


Cobra Commander's glider.

CRIMSON GUARD IMMORTAL

Cobra Elite Trooper

(Includes: Ammo Belt, Backpack, Gun, Missile Launcher w/Propelled Missiles)



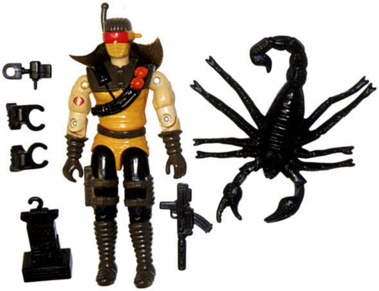
When researching the figure, I found a full paragraph excised from the prototype file card which reads as follows: "All Crimson Guard Immortals must have degrees in either law or accounting. They are equally proficient in advanced weapons systems marksmanship, classical martial arts and liability torts. Even if you dodge their bullets, and wriggle out of their 'Mystic-Death-Touch' strangle-holds, you can't avoid getting sued!"

MOC: **$25-30**, MLC: **$10**

DESERT SCORPION

Cobra Desert Trooper

(Includes: Pet Scorpion, Backpack w/Missile Rack and Hose, Missile, Two Digger Devices, Machine Pistol)



Becoming a Desert Scorpion is a retribution meted out by Cobra High Command as punishment to infraction-committing Cobra Vipers (1986, 1989, 1990).

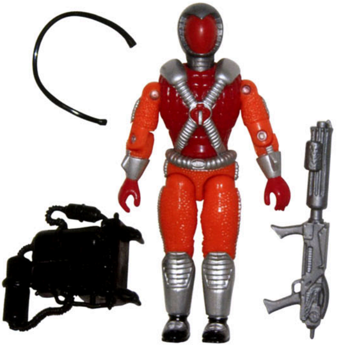
The Desert Scorpion's action figure has a confusing array of odd accessories, and its backpack has a slew of instructions to guide collectors through its assembly—for the gun, missile, hook, and hose all attach onto this pack.

MOC: **$25-30**, MLC: **$10**

INCINERATORS

Cobra Flamethrowers

(Includes: Backpack, Hose, Flamethrower, Two Flame Canisters, Catapult Incendiary Grenade Launcher)



The Cobra Incinerators (prototype code names: Salamanders, Wicks, and Dragons) "…are the flame-weapon and arson specialists of the Cobra Legions."

The Incinerator's Incendiary Grenade Launcher is rubber-band powered and is meant to launch two flame canisters (the two included round translucent orange balls) a good distance away.

MOC: **$15-20**, MLC: **$7-10**

Incinerators' grenade launcher with flame canisters.

NIGHT VULTURE

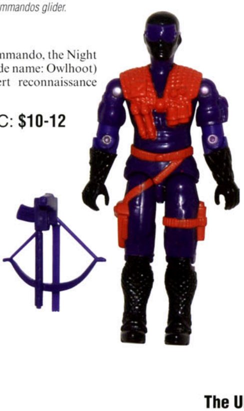
(Covert) Air Recon Trooper

(Includes: Crossbow)

Included with the Air Commandos glider.

As a Cobra Air Commando, the Night Vulture (prototype code name: Owlhoot) troopers act as expert reconnaissance soldiers.

MOC: **N/A**, MLC: **$10-12**

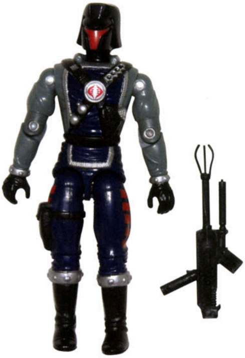


INTERROGATOR

Cobra Battle Copter Pilot

(Includes: Rifle)

Included with Cobra Battle Copter.



With the prototype code names of Probe, Third Degree, and Inquisitor, the Interrogator figure was created over much debate. Mr. Hama tried to change certain qualities of the character as much as possible from its original intent, and the figure that emerged is one who is *very* different from Hasbro's vision.

"His past is shrouded in mystery. Was he the notorious former head of security for a deposed dictator? A renegade clinical psychologist? Or an IRS investigator? Nobody knows for sure, but what they do know is that INTERROGATOR can siphon information out of even the most obstinate prisoner simply by TALKING to them!"

It should be noted that this action figure was re-colored and included in the 1993 Hasbro Direct mail-away, "Battle Copter Pilots."

MOC: **N/A**, MLC: **$12-15**

SKY CREEPER

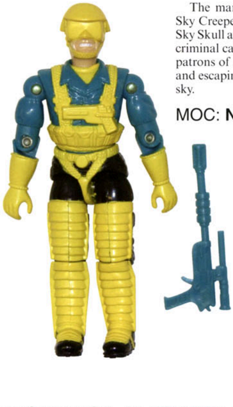
(Covert) Air Recon Leader

(Includes: Rifle)

Included with the Air Commandos glider.

The man who became known as Sky Creeper (prototype code names: Sky Skull and Nightwing) launched a criminal career based on robbing the patrons of fancy rooftop restaurants and escaping via glider into the night sky.

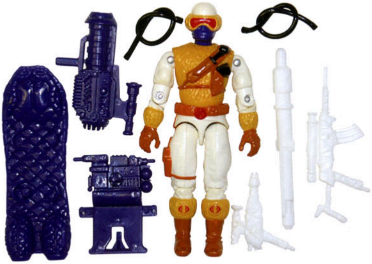
MOC: **N/A**, MLC: **$10-12**



SNOW SERPENT

Cobra Snow Trooper

(Includes: Jet Snow Board, Two Hoses, Gun, Pistol, Backpack, Spring-Loaded Missile Launcher w/Missile)



This updated version of the Snow Serpent character still retains some of the original attributes of the action figure, for these soldiers "...are the Cold Weather Environment Specialists of the Eels [1985], and are specially trained and equipped to fight under Arctic conditions that would daunt a polar bear. Snow Serpents can continue to fight in temperatures low enough to freeze the bolts of most G. I. Joe weapons!" (from the prototype file card). For a larger biography on the character of Snow Serpent, see 1985.

MOC: **$15-20**, MLC: **$10**

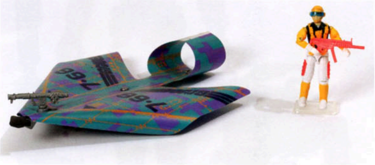
AIR COMMANDOS

Hasbro provided the following text for these vehicles (with included figures) on their package backs: "Rule the skies with a fist of iron with Air Commandos, highly trained, daredevil pilots who fear no one! Launch these aerodynamic, high-speed gliders into battle and watch them swoop and dive over hostile territory, leveling enemy forces with their pivoting submachine guns! Get ready for take-off!"

G.I. JOE AIR COMMANDOS

(One-Man Aerial Craft Armed with Pivoting Submachine Guns)

(Includes: Cloudburst figure)



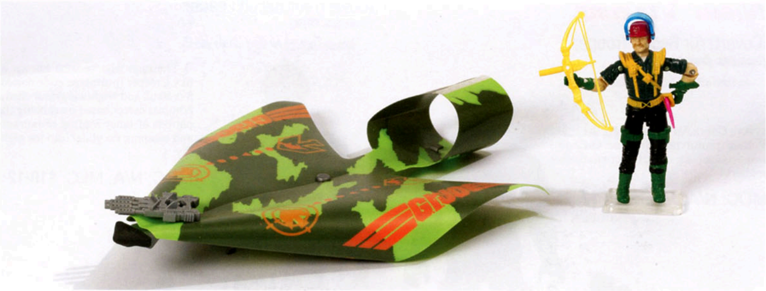
Cloudburst's Air Commando Glider from 1991 is decoed in blue and purple and gives the Joes some powerful air support. Each glider came with instructions to assemble and "fly" the glider. As a final note, none of the four Air Commandos' gliders came with proper blueprints, and there was only one separate piece to Cloudburst's glider: a silver-gray top-mounted submachine gun.

MOMC: **$35-40**, MOC: **$18-22,** MLC: **$12-15**

G.I. JOE AIR COMMANDOS

(One-Man Aerial Craft Armed w/Pivoting Submachine Guns)

(Includes: Skymate figure)

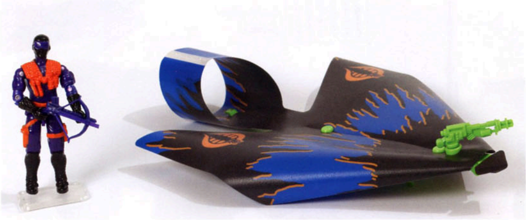


Although each of the four gliders did not come with proper blueprints, on the card front behind the mounted glider was printed a brief set of instructions collectors could use to assemble and "fly" the glider. The one removable piece of Skymate's glider is its top-mounted silver-gray tri-barreled submachine gun.

MOMC: **$35-40**, MOC: **$18-22,** MLC: **$12-15**

Cobra Air Commandos

(One-Man Aerial Craft Armed with Pivoting Submachine Guns)
(Includes: Night Vulture figure)

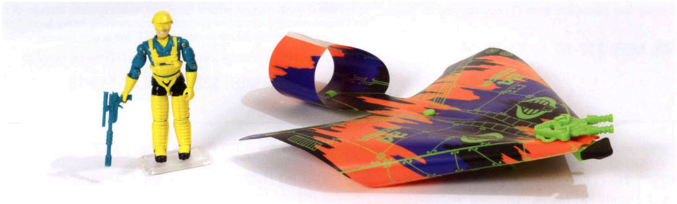


Decked out in Cobra blue and midnight black, many collectors choose to purchase this Air Commando glider/figure combo on the secondary market because of its value as a troop builder. Furthermore, each one of the four gliders came with instructions to assemble and "fly" the toy. The lone missing/easily lost part to Night Vulture's glider is its green-colored top-mounted submachine gun.

MOMC: **$35-40**, MOC: **$20-25,** MLC: **$14-16**

Cobra Air Commandos

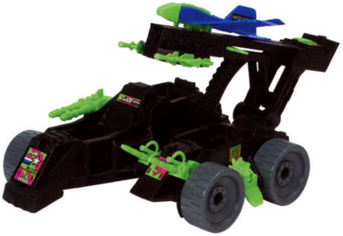
(One-Man Aerial Craft Armed with Pivoting Submachine Guns)
(Includes: Sky Creeper figure)

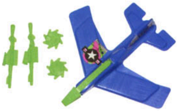


Decked-out in purple and orange, Air Commando Sky Creeper's glider (with an easily lost green-colored top-mounted submachine gun) is another addition to Cobra's air arsenal. Each of the four Air Commandos' gliders came with instructions to assemble and "fly" the aircraft, although none of these vehicles came with proper blueprints.

MOMC: **$35-40**, MOC: **$18-22,** MLC: **$12-15**

Attack Cruiser





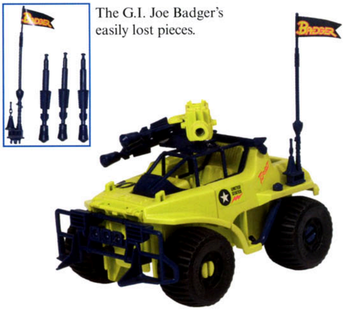
The G.I. Joe Attack Cruiser's easily lost pieces.

The G.I. Joe Attack Cruiser had few roots in real-world technology, possessing the following specifications: a full-arch glider bomb/missile launcher that pivots, computer guided and controlled glider bomb (a much larger version of the portable glider that accompanied Cobra Commander [1991]), two (2) anti-tank mines, anti-tank mine ordnance storage sector (land mine launcher), two (2) high-impact missiles, positionable side gun (dual repelling personal nullification system), and two (2) swiveling side machine guns (bi-operative anti-personnel defense armaments).

The Attack Cruiser's easily lost pieces include two (2) mines, two (2) missiles, and a launchable attack glider.

MISB: **$45-60**, MIB: **$15-20,** MLC: **$8-12**

BADGER

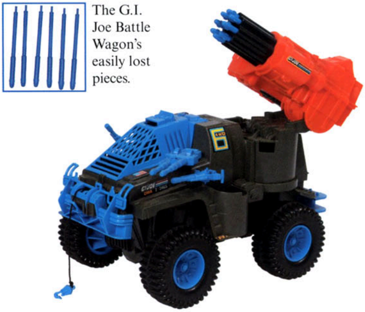

The G.I. Joe Badger's easily lost pieces.

The G.I. Joe Badger featured all-track radial tires, a 25,000 lb. tow hook with low drag stabilizer, a sophisticated auto-fire missile launcher (spring action missile launch system), three (3) ground hugging minimal noise output surface-to-surface missiles, a durable roll cage, an advanced signal transmitting antenna with in-board jamming capability, and a "distinctive battle banner that signals Badger's charge into combat and working rear suspension.

The Badger's easily lost pieces are three (3) missiles and its battle flag.

MISB: **$35-45**, MIB: **$12-16,** MLC: **$6-10**

(MOTORIZED) BATTLE WAGON

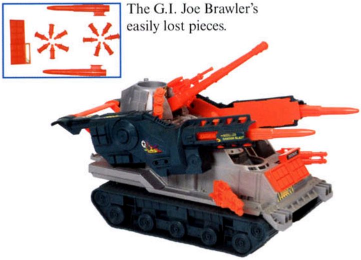

The G.I. Joe Battle Wagon's easily lost pieces.

The Battle Wagon delivered an impressive payload with its various armaments and specifications: a lone dual-barreled synchro-fire laser cannon, two (2) computer controlled flank fire machine guns, a detachable motorized (push button) 8-shot semi-automatic rapid-fire cannon (requires two "AA" batteries) that actually fired (eight of) the twelve (12) included missiles, motorized all-terrain four-wheel-drive action (requires four "C" batteries) via a forward/reverse switch, a fully operational sophisticated vehicle front end winch system, storage silos for unused missiles, a rear tow system for transporting heavy battlefield equipment, and room for up to eight (8) G.I. Joe action figures.

The Battle Wagon's easily lost pieces are its (12) twelve missiles.

MISB: **$55-65**, MIB: **$22-25,** MLC: **$12-18**

BRAWLER


The G.I. Joe Brawler's easily lost pieces.

The Brawler possessed the following action features: a spring-loaded launching battle armor panel, two (2) titanium encased missile launchers, two (2) large MV30P-A surface-to air missiles, an orange turret gun ("Night Attack," anti missile, UIO101 machine gun) mounted on a long-range mega concussion mobile field artillery cannon, two (2) dual electro-fired CNM-44 machine guns (side guns), and fifteen (15) medium-range tactical effect super strike grenades that dotted the vehicle's facade.

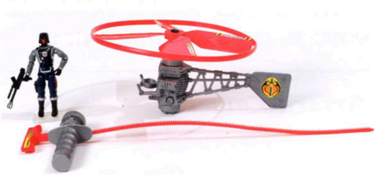
The Brawler's easily lost pieces include fifteen (15) small orange grenades, two (2) large missiles, and its removable hatch cover.

MISB: **$55-65**, MIB: **$22-25,** MLC: **$10-15**

COBRA BATTLE COPTER

(Devastating High Altitude Flying Assault Craft)

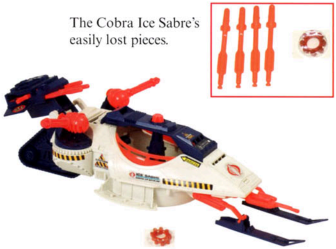
(Includes: Interrogator figure)



With a lightweight body design, aerodynamic circular revolution flight rotor, easy-load high stress ripcord ("zipcord"), easy-grip launcher, and a clip (personnel security brace) with which to secure the Interrogator (1991) pilot/action figure in flight, the Cobra Battle Copter is a toy similar to the Series X Air Commandos' gliders: Hasbro designed it to *actually* fly.

MISB: **$20-22**, MIB: **$10-12,** MLC: **$6**

COBRA ICE SABRE

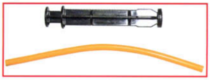

The Cobra Ice Sabre's easily lost pieces.

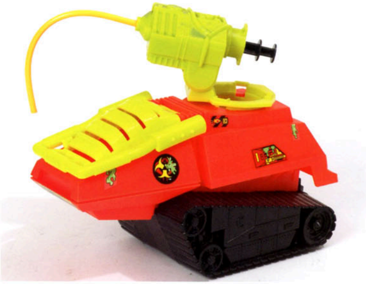
The Cobra Ice Sabre showcases the following action features/accoutrements: pivoting front-mounted tundra skis, rear-side mounted cannons with anti-aircraft capabilities, a path-clearing injected cannon, a full elevation swinging missile launcher system with laser guidance adjusters (missile launcher), four (4) long range terrain-hugging neutronic [plasma energy] missiles, and a "cap firing" mechanism built into the missile launcher.

The Ice Sabre's easily lost pieces include four (4) missiles and ring of caps (usually not present in loose samples; most collectors do not feel that these caps are part of a complete Ice Sabre vehicle).

MISB: **$30-35**, MIB: **$12,** MLC: **$8**

COBRA SEPTIC TANK


The Cobra Septic Tank's easily lost pieces.



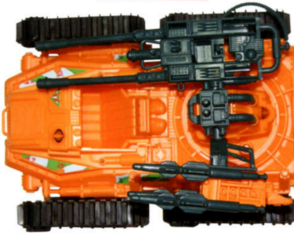
This Cobra tank (utilizing the body of the original Cobra H.I.S.S. [1983]) featured color-change battle damage, and a weapon that actually shot water; as did most Eco-Warriors products. The Septic Tank has a few select action features: a hydro powered sludge liquifier compressor/energized firing generator (turret mounted water-shooting cannon), a pliable hose that allowed collectors to feed water through this compressor, and a reinforced steel bumper guard with synthetic plastic covering.

The Cobra Septic Tank's easily lost pieces are the water cannon's plunger and its orange hose.

MISB: **$50-60**, MIB: **$15-18,** MLC: **$8-12**

COBRA PARALYZER

The Paralyzer's easily lost pieces.



The Cobra Paralyzer possess the following action features: a swiveling battle turret with full 360-degree rotation capability, three (3) anti-radar electronically charged communications deactivation missiles, a double-barreled concussion cannon with servo-firepower (missile launcher), an inclined full-control cockpit with cranium-touch battle instructions (controls), and an opening canopy (forward-view hatch with built[-in] armored compartment).

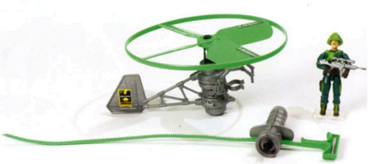
The Cobra Paralyzer's easily lost pieces are its three (3) missiles.

MISB: **$30-40**, MIB: **$12,** MLC: **$8-10**

G.I. JOE BATTLE COPTER

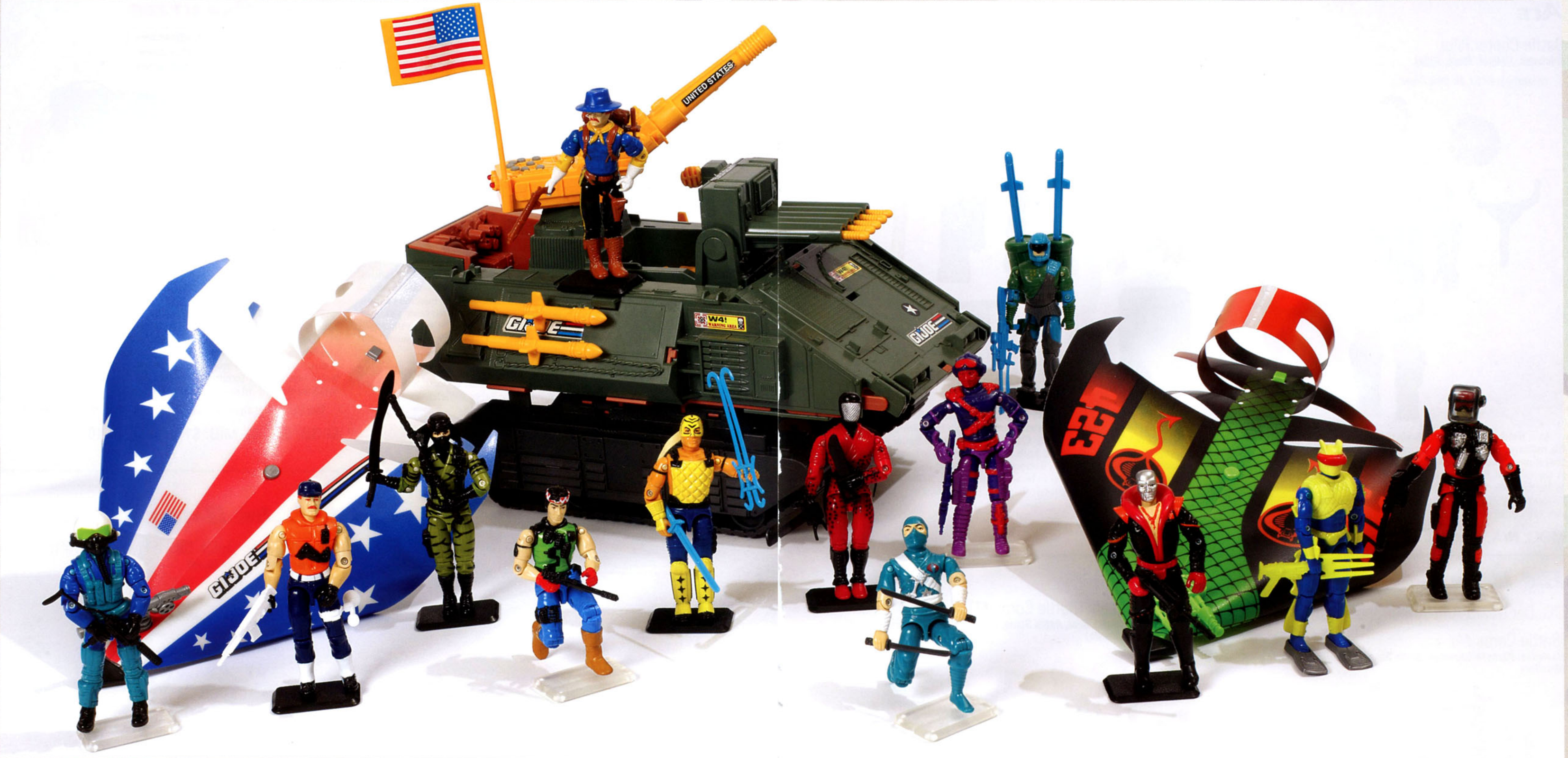
(High Altitude, Quick-Strike Flying Aircraft)

(Includes: Major Altitude figure)



The G.I. Joe Battle Copter is similar to the Series X Air Commandos' toys: the aircraft was designed to *actually* fly. With an aerodynamic circular revolution flight rotor, lightweight body design, easy-load high stress ripcord ("zipcord"), easy-grip launcher, and a clip (personnel security brace) to secure the Major Altitude (1991) pilot/action figure in flight, the G.I. Joe Battle Copter is an inexpensive find on the secondary market.

MISB: **$20-22**, MIB: **$10-12,** MLC: **$6**



Series XI 1992

This series marked a re-hashing of older G.I. Joe and Cobra Command characters, along with the introduction of a few new personalities. The G.I. Joe Team's D.E.F. (Drug Elimination Force) sub-team and the split Joe-Cobra Ninja Force line were both praised by kids and avoided by many G.I. Joe aficionados, for each Ninja Force figure sacrificed articulation for a power action spring-loaded "Real Ninja Action!" As brilliantly constructed as the vehicles of the 1982-1990 series were, the vehicles and accessories from 1991/92-1994 were less complex, more colorful (many of these were rendered in neon), and the blueprint sheets included with these toys avoided suspending the disbelief of children altogether. 1992 signaled the waning of interest by kids and collectors in the G.I. Joe line, in spite of how diligent Hasbro was in trying to promote the ethical ideas of crusading against drugs (D.E.F.) and repairing the environment (as the Eco Warriors sub-team received three new figures, a vehicle, and an all-new playset this year).

File cards for the 1992 series of action figure were *completely* revised; now they were rectangular in shape, as opposed to the "top secret dossier" design/shape that these character biographies had possessed in the past. Furthermore, Larry Hama's note on the very first file card which he submitted for Series XI, 1992 stated the following: "Am including one very short personal quote with each bio, as the 'real words from their own mouths' angle is a bit of business you might not want to jettison entirely. Getting stuff about the included weapon into the actual bio might be redundant if there is going to be a whole other paragraph just about the weapon, and besides, I have not received any reference on the weapons themselves to date."

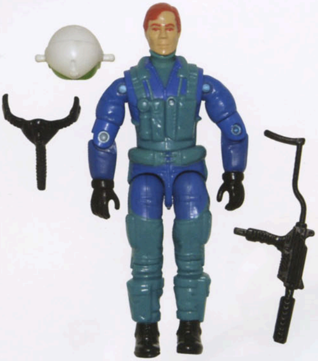
In spite of Hasbro's best promotional efforts, sales numbers for the G.I. Joe line began to fall off a bit in 1992.

Ace

Battle Copter Pilot

(Includes: Helmet, Mask, Rifle)

Included with the G.I. Joe Battle Copter.



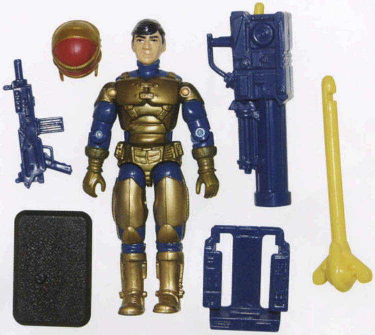
As a Battle Copter Pilot, Ace's file card is a brief encapsulation of his military experience with some slight modifications—to the extent that it mentions a G.I. Joe toy that never saw the light of day [!]: "Ace is the original fighter-jock. He's still willingly on tap to fly missions in the G.I. Joe Stealth Recon Glider [a prototype vehicle never mass-produced by Hasbro]." For a fuller biography on this character, see Ace (1983).

MOC: **N/A**, MLC: **$8**

Barricade [blue outfit]

Bunker Buster (Battle Corps #9)

(Includes: Battering Ram Launcher, Battering Ram Missile, Battle Stand, Helmet, Submachine Gun, Backpack)



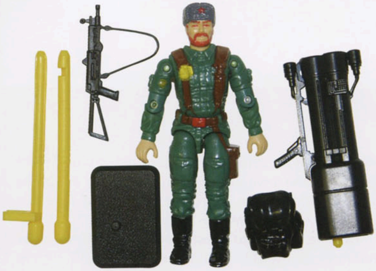
Collectors will note that this 1992 version of Barricade has a blue outfit with gold accoutrements (briefly available on a 1993 Battle Corps card back), while the 1993 Battle Corps version of the figure sports an orange outfit with gold trim: both action figures possess the exact same accessories. Furthermore, it should be mentioned that this action figure was *originally* designated to be an updated version of the G.I Joe Mortar Man known as Downtown (1989), as evinced by Larry Hama's prototype dossier.

MOC: **$12-15**, MLC: **$6-8**

Big Bear

Oktober Guard Anti-Armor Specialist (Battle Corps #4)

(Includes: Bazooka Launcher, Battle Stand, Rifle, Backpack, Two Missiles)



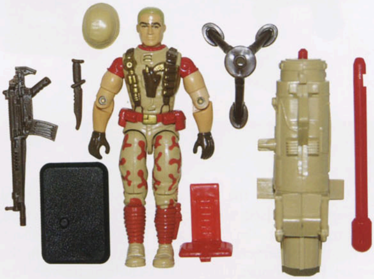
As the second G.I. Joe figure assigned from the Oktober Guard, Big Bear grew up in Archangel (Arkhangelsk), Russia, and firmly believes that the G.I. Joe team is the U.S. Military's *counterpart* to Russia's Oktober Guard team, as stated in his file card.

MOC: **$12-15**, MLC: **$6-8**

Duke

Master Sergeant (Battle Corps #1)

(Includes: Cannon with Seat, Battle Stand, Submachine Gun, Knife, Helmet, Tripod, Missile)



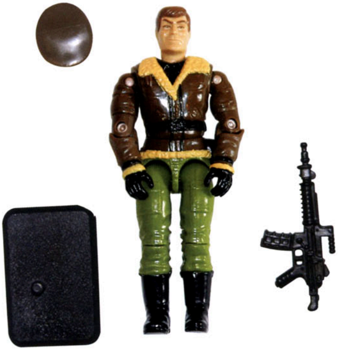
This version of Duke is one of the more military-themed releases of Series XI, 1992, and his file card delineates his responsibilities as Master Sergeant. Furthermore, Duke's action figure is supposed to "sit" on the red seat of the cannon he comes equipped with. For a fuller biography of this character, see Duke (1983, 1984, 1988).

MOC: **$12-15**, MLC: **$6-8**

GENERAL FLAGG [BROWN JACKET]

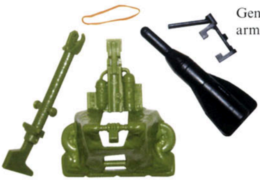
G.I. Joe General (Battle Corps #7)

(Includes: Four-Piece Armored Catapult, Battle Stand, Rifle, Hat, Missile)



This Series XI (1992) version of General Flagg sports a brown jacket, light green pants, black gloves, black boots, and a black undershirt, as opposed to the 1993 Battle Corps version of the action figure that possesses a black jacket, darker green pants, gray undershirt, gray gloves, and black boots. However, General Flagg's accessories are exactly and precisely the same with both the 1992 and 1993 versions of the toy.

MOC: **$12-15**, MLC: **$6-8**

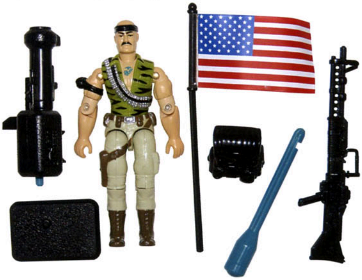


General Flagg's armored catapult.

GUNG-HO [GREEN VEST]

U.S. Marine (Battle Corps #8)

(Includes: Rocket Launcher, Missile, Battle Stand, M-60 Heavy Machine Gun, American Flag, Backpack)



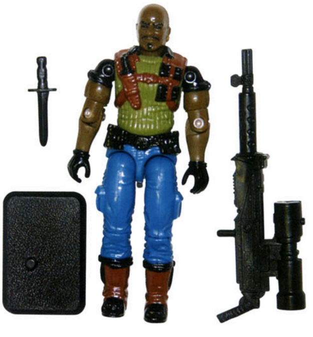
Collectors should note that this Series XI, 1992 version of Gung-Ho (briefly available on a 1993 Battle Corps card back), sports a USMC tattoo on his chest, a green vest, and cream-colored pants--not to be confused with the 1993 Battle Corps version of Gung-Ho who has a USMC tattoo placed on his arm, a maroon vest, and tan pants. For a fuller biography on this character, see Gung-Ho (1983, 1987).

MOC: **$12-15**, MLC: **$6-8**

ROADBLOCK [GREEN SHIRT]

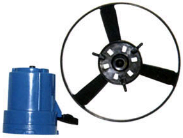
Heavy Machine Gunner (Battle Corps # 3)

(Includes: Machine Gun Launcher, Disk, Battle Stand, Knife, Machine Gun)



This G.I. Joe action figure possesses possibly the rarest vintage G.I. Joe accessory of all (next to Heavy Metal's microphone/mouthpiece [1985])—Roadblock's "recalled" machine gun launcher with disk. Hasbro recognized that this machine gun/disk launcher broke too easily, prompting its recall; therefore, finding one of these launchers complete and unbroken in mint, loose and complete samples is a true challenge, as is finding a MOC sample of the figure and accessories. After this version of Roadblock was recalled, his figure was re-released in both 1992 and 1993 without the machine gun/disk launcher, but with other included weapons (see Roadblock, 1993). It should be noted further that this version of Roadblock possesses an olive green t-shirt with tan highlights, a larger M1919 Browning machine gun, and small knife. Similar to Roadblock's recalled machine gun launcher, these latter two accessories--the large machine gun and small knife--were *not* included with his 1993 Battle Corps counterpart. For a fuller biography of this character, see Roadblock (1984, 1986, 1988).

MOC: *(launcher)* **$190-250**, *(no launcher)* **$12-15**, MLC: *(launcher)* **$60-80,** *(no launcher)* **$6-8**



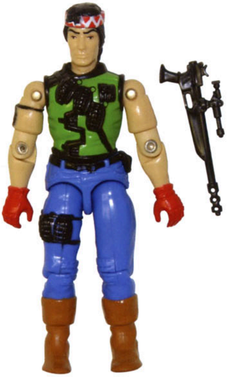
Roadblock's ultra-rare machine gun launcher with disk.

SPIRIT

Air Commandos Leader

(Includes: Rifle)

Included with Air Commandos glider.



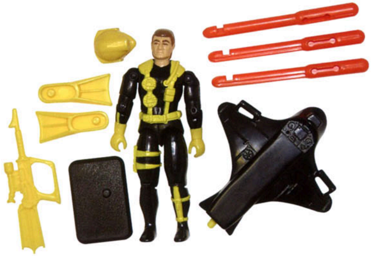
Spirit has now been promoted to leader of the G.I. Joe Air Commandos [1991, 1992], and his file card reflects this new MOS (Military Occupational Specialty). For a fuller biography of this character, see Spirit (1984, 1989).

MOC: **N/A**, MLC: **$6-8**

WET-SUIT [YELLOW HIGHLIGHTS]

S.E.A.L. (Sea, Air, and Land) (Battle Corps #2)

(Includes: Torpedo Sled, Battle Stand, Two Flippers, Helmet, Spear Gun, Three Missiles)



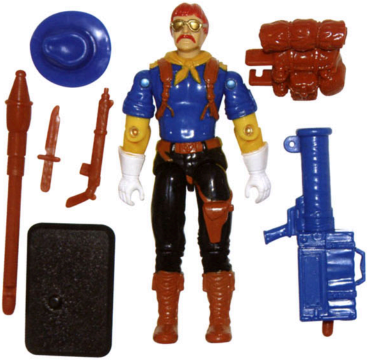
This Series XI, 1992 version of Wet-Suit sports yellow highlights and a black uniform, while his 1993 Battle Corps version is molded with orange highlights and a black uniform. Furthermore, his accessories include two yellow swim fins, a yellow helmet, a yellow harpoon gun, a black sea-sled/missile launcher with yellow trigger, three orange missiles, and a black battle stand—as opposed to the orange helmet, fins, and harpoon gun of his 1993 Battle Corps counterpart. For a fuller biography of this character, see Wet-Suit (1986 [x2]).

MOC: **$12-15**, MLC: **$6-8**

WILD BILL [BLACK PANTS]

Air Cavalry Scout (Battle Corps #10)

(Includes: Missile Launcher, Battle Stand, Pistol, Knife, Backpack, Hat, Missile)



Note that this 1992 version of Wild Bill wears black pants, while his 1993 Battle Corps version sports white slacks--the only difference between the two action figures, for even their accessories are *exactly* and *precisely* the same. For a fuller biography of this character, see Wild Bill (1983).

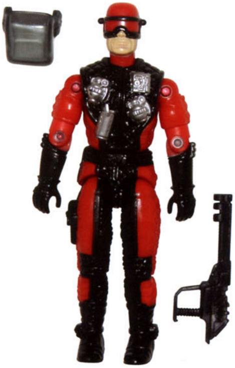
MOC: **$12-15**, MLC: **$6-8**

AIR DEVIL

Acrobatic Aerial Assault Trooper

(Includes: Face Shield, Pistol)

Included with Air Commandos glider.



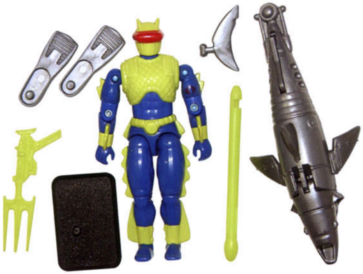
With a flip-up translucent black face shield and well-constructed laser pistol, the Cobra Air Devils (alternate code names: Sky-Snakes and Vector-Vipers) are considered troop builders on the secondary market.

MOC: **N/A**, MLC: **$8-10**

COBRA EEL [BLUE HIGHLIGHTS]

Cobra Underwater Demolitions (Battle Corps #12)

(Includes: Three-Piece Shark Missile Launcher, Battle Stand, Trident Gun, Two Flippers, Missile)



Collectors will note that this 1992 version of the Cobra Eels' action figure possesses blue highlights, a mechanized three-piece shark accessory/missile launcher (main body, top fin, rear fin), a yellow missile, two silver swim fins, a yellow harpoon gun, and a black battle stand--while the 1993 Battle Corps version of the figure has purple highlights, a slightly different shade of yellow, and no shark accessory (with a yellow missile launcher, yellow swim fins, and accessories molded in orange plastic instead [four guns, two missiles, one battle stand).

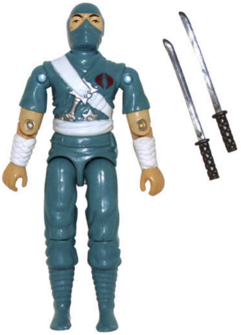
For a fuller biography of this character, see Cobra Eels (1985).

MOC: **$12-15**, MLC: **$6-8**

COBRA NINJA VIPER

(Includes: Two Ninja Swords)

Mail-Away Exclusive



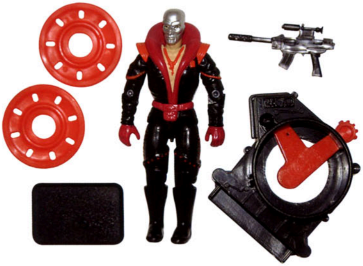
Quite a difficult catch in MISBaggie condition, the Hasbro Direct mail-away Cobra Ninja Vipers were designed directly upon Storm Shadow's version one (1984) mold, yet were given blue and white highlights. Collectors should note that some versions of the bagged Ninja Viper figure came replete with two (2) gray swords (the same swords that came with Jinx [1987]), yet some came with two (2) black swords (*much* rarer than the gray weapons), while others did not come with any accessories at all; the Ninja Vipers with the two black swords are most desirable.

MISBaggie: (with black swords) **$60-75+**, (with gray swords) **$40-50**, MLC: (with black swords) **$36-50,** (with gray swords) **$28-35** (without swords) **$24-30**

DESTRO

Enemy Weapons Supplier (Battle Corps #5)

(Includes: Disc Launcher, Battle Stand, Rifle, Two Discs)



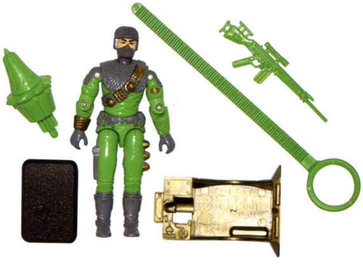
This figure's file card hints again at the connection between Scotland, Cobra Command, and James McCullen Destro. For a fuller biography of this important character, see Destro (1983, 1988).

MOC: **$12-15**, MLC: **$6-8**

FIREFLY [GRAY HIGHLIGHTS]

Cobra Saboteur (Battle Corps #11)

(Includes: Blade Launcher, Blade, Pull Tool, Rifle, Battle Stand)



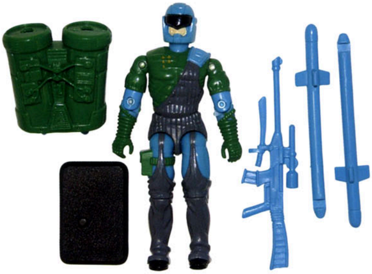
Collectors will notice that on this prototype dossier, Firefly's biography was given a different quotation altogether: "Never stab when you can shoot! Never shoot when you can frag. Never frag when you can preset a directed shrapnel projector with a pressure sensitive piezo-electric fuse." For a fuller biography of this character, see Firefly (1984).

MOC: **$12-15**, MLC: **$6-8**

FLAK-VIPER [LIGHT BLUE HIGHLIGHTS]

Cobra Anti-Aircraft Trooper (Battle Corps #6)

(Includes: Missile Launcher Backpack, Battle Stand, Rifle, Two Missiles)



An interesting-looking troop-builder figure, this 1992 version of Flak-Viper is colored in light-blue, gray, and green, while the 1993 Battle Corps version of the character possesses bright-orange highlights and a gray and green uniform. Furthermore, the action figure's 1992 accessories—the rifle, two (2) missiles, and backpack triggers--are all molded in blue.

MOC: **$12-15**, MLC: **$6-8**

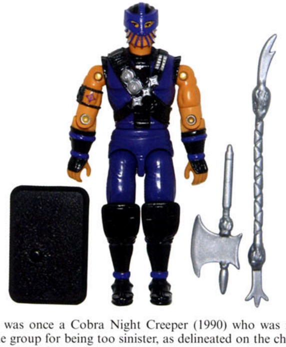
NINJA FORCE

According to their package backs, "These swift and silent commandos are the true elite forces for G.I. Joe and Cobra! Each Ninja warrior is fully capable of neutralizing an adversary in milliseconds with his spring-action, martial art moves and lethal weapons!"

DICE

Cobra Bo-Staff Ninja (Ninja Force #6)

(Includes: Spring Action "Flying Dragon," Axe, Bo, Figure Stand)



Dice was once a Cobra Night Creeper (1990) who was removed from the group for being too sinister, as delineated on the character's mass-produced file card. Dice's main weapon is a double-bladed bo-staff and his infamous technique is the "Flying Dragon," as the action figure came with a special "punching" action.

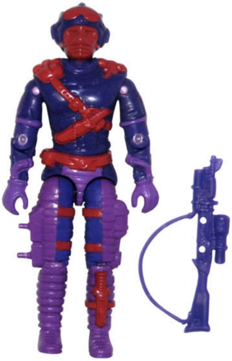
MOC: **$12-15**, MLC: **$6-8**

HELI-VIPERS

Cobra Battle Copter Troopers

(Includes: Rifle)

Included with Air Commandos Glider.



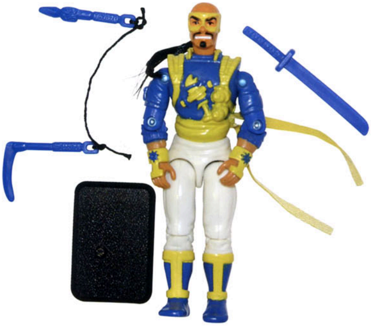
Although collectors were not fond of this action figure's magenta and purple color scheme, the Heli-Vipers' toy was a troop builder figure that could be amassed in large numbers.

MOC: **N/A**, MLC: **$6-8**

DOJO

Silent Weapons Ninja (NF #2)

(Includes: Spring Action "Lightning Strike," Two-Piece Sickle, Sword, Figure Stand)

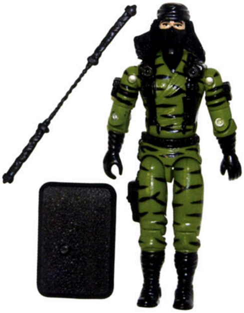


Dojo is the Silent Weapons Ninja for the G.I. Joe Team's Ninja Force, and his history previous to joining the G.I. Joe Team is delineated on his mass-produced file card. This figure's special feature ("Real Ninja Action") is its "Lightning Strike" maneuver--a chopping right arm motion.

MOC: **$12-15**, MLC: **$6-8**

NUNCHUK

Nunchaku Ninja (Ninja Force #3)
(Includes: Spring Action "Samurai Smash," Sword, Nunchaku, Figure Stand)

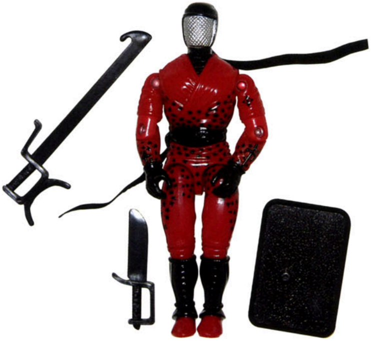


As a member of Ninja Force, the warrior specialized in nunchaku attack styles, and has learned the "Samurai Smash" method of attack (a spring action chopping motion in his right arm, used for swinging his nunchaku).

MOC: **$12-15**, MLC: **$6-8**

SLICE [RED OUTFIT]

Cobra Ninja Swordsman (Ninja Force #5)
(Includes: Spring Action "Scorpion Slash," Knife, Sword, Figure Stand)

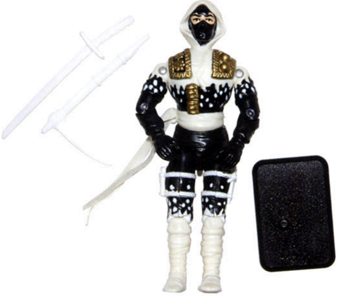


Sliced has perfected a move exhibited by his action figure called the "Scorpion Slash"--a special punching action triggered via a spring-loaded right arm.

MOC: **$12-15**, MLC: **$6-8**

STORM SHADOW

Ninja Force Leader (Ninja Force #1)
(Includes: Spring Action "Screaming Whirlwind," Sickle, Sword, Figure Stand)

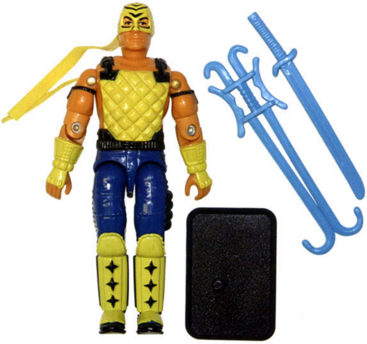


At this point in G.I. Joe continuity, Storm Shadow has fully defected to the G.I. Joe team, and heads their all-new Ninja Force. As their leader, he draws upon ancient martial arts techniques to help them win their battle against Cobra, as this figure's "Real Ninja Action" is the "Screaming Whirlwind" (displayed by two spring action arms). For a fuller biography of this character, see Storm Shadow (1984, 1988).

MOC: **$12-15**, MLC: **$6-8**

T'JBANG

Ninja Swordsman (Ninja Force #4)
(Includes: Spring Action "Silent Backslash," Hooked Sword, Straight Sword, Figure Stand)



The skilled Ninja Swordsman of the G.I. Joe Ninja Force team known as T'Jbang has taken an oath of silence, and therefore his special maneuver is the "Silent Backlash" (a spring-action hip joint).

MOC: **$12-15**, MLC: **$6-8**

D.E.F.

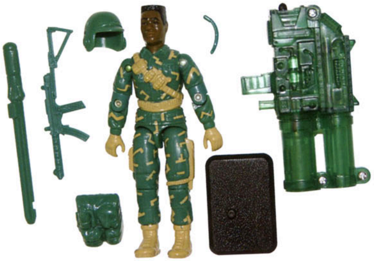
The G.I. Joe Drug Elimination Force (prototype code name: D.E.A. [Drug Enforcement Agency] force) was described on the action figures' package backs as follows: "Drug-fighting G.I. Joes battle Headman and his gang of drug-thugs for control of 'Main Street U.S.A.!' Each drug enforcement agent and villain utilizes a Battle-Flash weapon to elevate this dangerous conflict to new heights of danger."

(D.E.F.) Bullet-Proof

[TAN CAMOUFLAGE]

D.E. F. Leader (#1)

(Includes: Electronic Battle-Flash Missile Launcher, Helmet, Mouthpiece, Backpack, Rifle, Missile, Figure Stand)



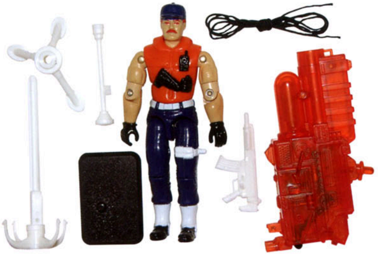
This 1992 version of Bullet Proof's action figure is rendered in a green uniform with tan camouflage (as opposed to his 1993 Battle Corps version with bright yellow camouflage). As a member of the D.E.F. team, Bullet Proof's missile launcher is translucent by design, and has a "sparking" action.

MOC: **$12-15**, MLC: **$8**

(D.E.F.) Cutter [ORANGE VEST]

Sea Operations Specialist (#5)

(Includes: Electronic Battle-Flash Grappling Hook Launcher w/Base, Hook, Light, Submachine Gun, Figure Stand, String)



Collectors will note that D.E.F. Cutter's missile launcher (with string and tripod) has an "electronic battle flash" feature that lights up when the launcher fires its included white missile. Furthermore, the long thin included "[flash]light" fits snugly onto the figure's left leg. For a fuller biography of this character, see Cutter (1984).

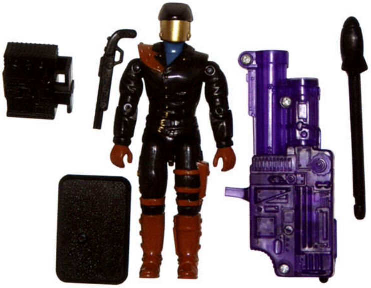
MOC: **$12-15**, MLC: **$8**

(D.E.F.) Headhunters

[BROWN HIGHLIGHTS]

Headman's Narcotics Guard (#6)

(Includes: Electronic Battle-Flash Rocket Launcher, Missile, Shotgun, Backpack, Figure Stand)



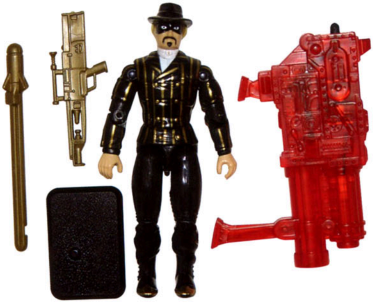
It should be noted that the 1992's D.E.F. Headhunters' accessories are *exactly* the same black-colored weapons (shotgun, backpack, missile, and figure stand) included with the Headhunters' 1993 Battle Corps figure--with the exception of 1992's translucent "Battle Flash" missile launcher that lights up when firing a missile.

MOC: **$12-15**, MLC: **$8**

(D.E.F.) Headman

Drug Kingpin (#4)

(Includes: Electronic Battle-Flash Missile Launcher, Missile, Rifle, Figure Stand)



Headman's (prototype code names: Big Man, High Roller) package art shows a pock-marked, drooling evil-doer donning a pin-striped suit. Collectors should note that the designs of Headman's rifle are based directly on H&K's (Heckler and Koch's) small-caliber rapid-fire G11 rifle.

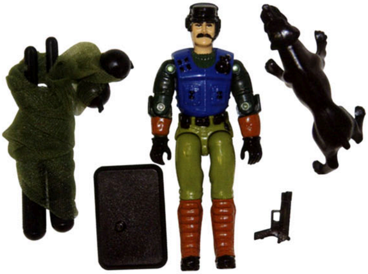
MOC: **$12-15**, MLC: **$8**

(D.E.F.) MUTT & JUNKYARD

[TAN PANTS]

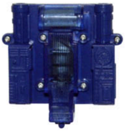
K-9 Officer & Attack Dog (#3)

(Includes: Dog [Junkyard], Electronic Battle-Flash Net Launcher, Pistol, Net, Figure Stand)



Collectors will note that D.E.F. Mutt's translucent blue net launcher was constructed with fabric cloth and plastic bolas that "shoot" (along with possessing the added bonus of an "electronic battle-flash" light-up action). Of further import is the fact that this 1992 D.E.F. version of Mutt possesses a blue vest and tan pants, while his later edition wore an orange vest and blue pants. For a full biography of this character, see Mutt (1984, 1989).

MOC: **$12-15**, MLC: **$8**



Mutt's net launcher.

(ECO WARRIORS) BARBECUE

Firefighter (#2)

(Includes: Rifle w/Hose, Backpack, Figure Stand)

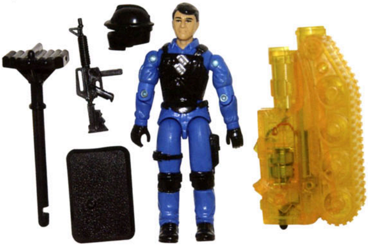
As with all other Eco Warriors action figures, Barbecue possessed "Color-Change Battle Damage," along with a water-shooting rifle with hose. For a fuller biography on this character, see Barbecue (1985, 1989).

MOC: **$12-15**, MLC: **$6-8**

(D.E.F.) SHOCKWAVE

S.W.A.T. Specialist (#2)

(Includes: Electronic Battle-Flash Battering Ram Tank, Battering Ram Missile, Helmet, Rifle, Figure Stand)

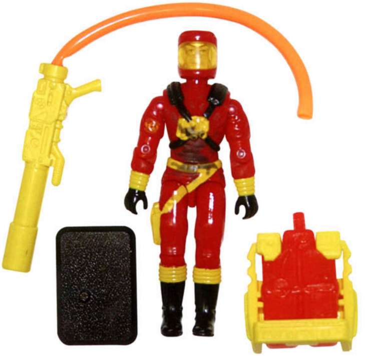


This D.E.F. version of Shockwave includes a mobile robot-tank/ battering ram (with "electronic battle flash" action) to aid in the pursuit of his MOS. For a more complete biography of this character, see Shockwave (1988, 1989).

MOC: **$12-15**, MLC: **$8**

ECO WARRIORS

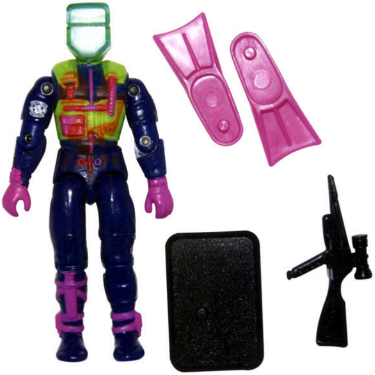
Provided here are the instructions for utilizing the color-change capabilities present on each Eco Warriors toy: "Color and Color Change Effect are different on each figure: 1) Squirt or dip into ice water to see battle damage [then] 2) Squirt or dip into warm water to bring back original color."



(Eco Warriors) Deep-Six

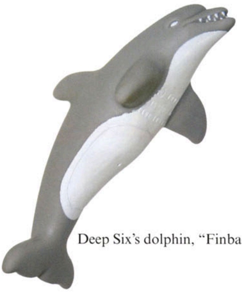
Deep Water Specialist (#1)

(Includes: Dolphin, Rifle, Two Flippers, Figure Stand)



Collectors should note that a handful of carded samples of Eco Warriors Deep-Six left the Hasbro warehouse (whether through salesmen or employees) with a black-colored "killer whale" packaged inside Deep-Six's bubble rather than with "Finback" the dolphin. These samples packaged with a killer whale are impossible to track down, and can command prices exceeding $800-1000 each (MOC). For a fuller biography of this character, see Deep-Six (1984, 1989).

MOC: **$12-15**, MLC: **$6-8**

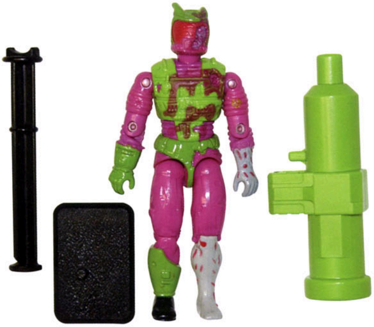


Deep Six's dolphin, "Finback."

(Eco-Warriors) Toxo-Zombie

Cobra Toxic Disaster Trooper (#3)

(Includes: Water Cannon with plug, Figure Stand)



As with all other Eco Warriors action figures, the Toxo-Zombie possessed "Color-Change Battle Damage," along with water-shooting weapon action. For a fuller biography of this character (as a Toxo-Viper) see 1988, 1991.

MOC: **$12-15**, MLC: **$6-8**

Talking Battle Commanders

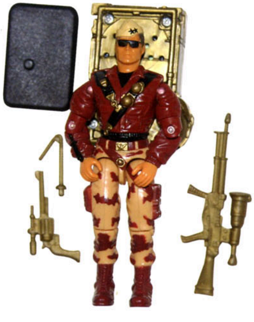
These fearless leaders "command" attention! Equipped with state-of-the-art, voice/sound modification backpacks, these G.I. Joe and Cobra leaders are ready to shout out their orders loud and clear!

(Talking Battle Commanders) General Hawk

G.I. Joe Commander

(Says: "Eat Lead, Cobra!", "Yo Joe!", "Move Out!")

(Includes: Pistol, Rifle, Antenna, Figure Stand, Attached Backpack)



This version of General Hawk is not expensive or in high-demand on the secondary market, for the toy's backpack is non-removable unless it is screwed apart. For a full biography of this character, see Hawk (1982, 1986, 1991).

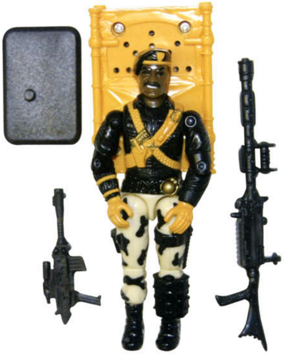
MOC: **$10-12**, MLC: **$4-6**

(Talking Battle Commanders) Stalker

Ranger

(Says: "Let's Party!","Attack!", "Blitz 'Em!")

(Includes: Machine Gun, Laser Pistol, Figure Stand, Attached Backpack)



Collectors often resist purchasing the Talking Battle Commanders version of Stalker, for his backpack is non-removable and unwieldy. For a fuller biography of this character, see Stalker (1982, 1989).

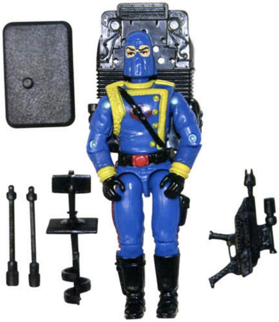
MOC: **$10-12**, MLC: **$4-6**

(Talking Battle Commanders) Cobra Commander

Cobra Leader

(Says: "I'll Get You!", "Cobra!", "Vipers Attack!")

(Includes: Missile Launcher, Two Missiles, Rifle, Figure Stand, Attached Backpack)



For a fuller biography of this important character, see Enemy Leader: Cobra Commander (1982, 1984, 1987, 1991).

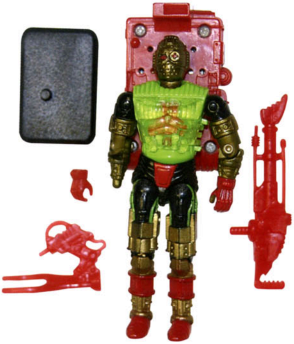
MOC: **$10-12**, MLC: **$4-6**

(Talking Battle Commanders) Overkill

B.A.T. Leader

(Says: "B.A.T.S. Attack!", "Wipe Out", "Destroy!")

(Includes: Laser Rifle, Mechanical Claw, Red Right Hand, Figure Stand, Attached Backpack)



Overkill (prototype code names: Tacitron, Technon) was begun as an "...experimental prototype for the third generation of B.A.T.s [1986, 1991]." Collectors should note that Overkill's chest can open to reveal two tiny, fragile .50-caliber machine guns.

MOC: **$10-12**, MLC: **$4-6**

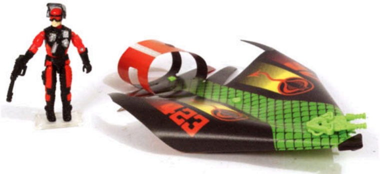
AIR COMMANDOS

The Air Commandos' package back reads as follows: "Rule the skies with a fist of iron with [the] Air Commandos. Highly trained, daredevil pilots who fear no one! Launch these aerodynamic, high-speed gliders into battle and watch them swoop and dive over hostile territory, leveling enemy forces with their pivoting submachine guns! Get ready for take-off!" For more information on the Air Commandos, see their longer introductory entry in Series X, 1991.

COBRA AIR COMMANDOS

(One-Man Aerial Attack Craft Armed with Pivoting Submachine Guns)

(Includes: Air Devil figure)



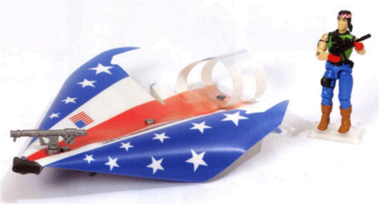
Air Commando Air Devil's glider (with an easily lost, green-colored top-mounted submachine gun) is yet another addition to Cobra's air arsenal.

MOSC: **$35-40**, MOC: **$22-26,** MLC: **$12-15**

G.I. JOE AIR COMMANDOS

(One-Man Aerial Attack Craft Armed with Pivoting Submachine Guns)

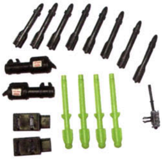
(Includes: Spirit figure)



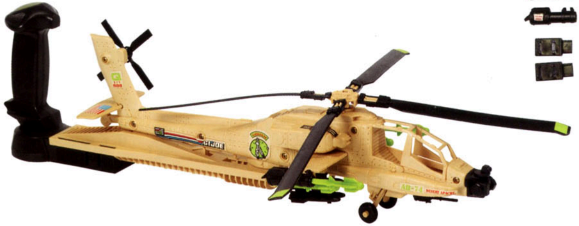
Spirit Iron-Knife's (1984, 1989, 1992) Air Commando glider from 1992 is reminiscent of the American Flag (decked out in red, white and blue), and gives the G.I. Joe Team powerful air support.

MOSC: **$35-40**, MOC: **$25-30,** MLC: **$14-18**

AH-74 DESERT APACHE



The Desert Apache's easily lost pieces.

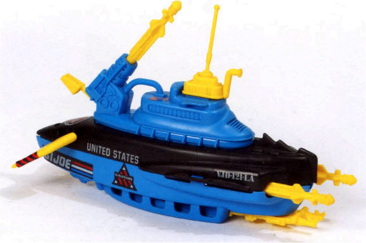


The AH-47 Desert Apache was the Sonic Fighter's (1990, 1991) lone air support and its designs were based on the real-world AH-64A Apache gunship helicopter. The toy was packed with action features: spinning tail rotor blades, a front scanner (forward daylight scanning sensor/forward radar warning antenna) with scanner loader, an engine cover, two (2) black spring-loaded missile launchers, two (2) wing-mounted bomb racks, eight (8) air-to-surface anti-tank missiles, four (4) larger missiles, a full rotation 30mm chin gun, a GE T700-GE 701 turboshaft thruster, and electronic battle sounds that are triggered via a control stick (that takes two "AA" batteries) that slides into (and out of) the aircraft's support rail.

The Desert Apache's easily lost pieces include eight (8) small green missiles, two (2) black missile racks, four (4) larger green missiles, two (2) black missile launchers, and a front-mounted chin gun.

MISB: **$110-130**, MIB: **$50-55,** MLC: **$32-45**

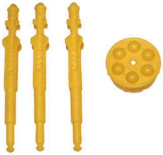
BARRACUDA



With "real diving action" (created by the included foil-sealed baking powder "dive tablet" [rarely if ever found in loose samples]), two (2) torpedo storage tubes shielded with [a] top secret alloy, a high-impact polyconic [conical map-projected] torpedo launcher with mega round capacity (top-mounted missile launcher), external "Steel Slicing" cutter fins with lethal quick-slice barbs, rear-mounted moveable stabilizer fins with navigational indicator flaps, and three (3) long-range titanium reinforced "Shredder" torpedoes, the G.I. Joe Barracuda adds yet another vehicle to the G.I. Joe Team's naval forces. It should be noted that the Barracuda was released in two different versions: with a black upper shell and blue vehicle, or blue upper shell and black vehicle (neither is more expensive than the other on the secondary market).

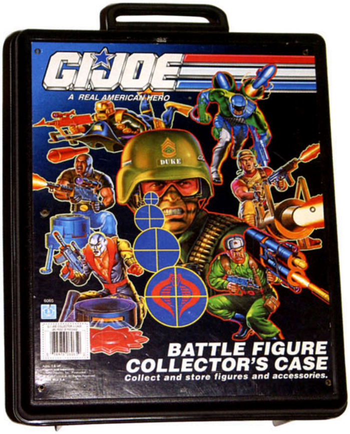
The G.I. Joe Barracuda's easily lost pieces are its three (3) torpedoes and fuel pod cap.

MISB: **$22-30**, MIB: **$10-12,** MLC: **$6**



The Barracuda's easily lost pieces.

BATTLE FIGURE COLLECTOR'S CASE

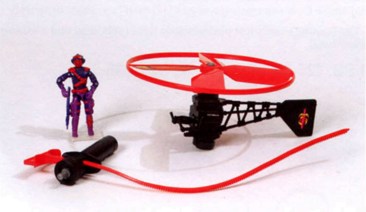

G.I. JOE
A REAL AMERICAN HERO
DUKE
BATTLE FIGURE COLLECTOR'S CASE
Collect and store figures and accessories.

This Collector's Case possesses an interesting history, for at one time Hasbro solicited it in stores with a different cover/front label attached to it--that of Darth Vader in profile--as it was sold in the mid-nineties as part of the company's *Star Wars* collection (Power of the Force [II] Official Collector Case). Regardless, the label adorning the front of 1992's G.I. Joe Battle Figure Collector's Case is comprised of artwork taken from 1992's single-carded G.I. Joe and Cobra figures, as well as an image once used on the box front of 1991's "Duke's Battle Gear Set" (not pictured in this book, as it is a role-play item).

MIB: (unopened) **$12-15**, MLC: **$5-7**

COBRA BATTLE COPTER

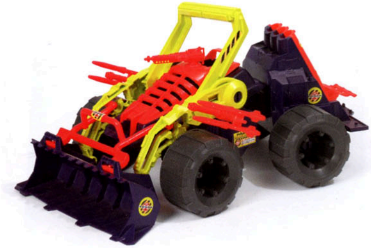
(Devastating High Altitude Flying Assault Aircraft)
(Includes: Heli-Viper figure)



The Cobra Battle Copter is similar in design to the Series X (1991) Battle Copters toys: created to *actually* fly. With an aerodynamic circular revolution flight rotor, lightweight body design, easy-grip high stress ripcord ("zip-strip"), easy-grip launcher, and a clip (personnel security brace for high-altitude maneuvers) to secure Heli-Viper's (1992) action figure in flight, this—the newest Cobra Battle Copter—is an inexpensive find on the secondary market.

MISB: **$20-25**, MIB: **$10-12,** MLC: **$6-8**

COBRA EARTHQUAKE

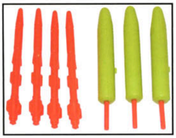


The Cobra Earthquake had many interesting features: three (3) "Drop 'N Shot" mortar bombs (the larger two-part missiles) released by three (3) auto-fire mortar triggers, a fully auto-hydraulic digger battle scoop, a 50mm turret machine gun with injection cooling, a flip down armored canopy, and four (4) surface-to-surface "Ground-Pounder" missiles resting within two (2) pivoting missile racks with two (2) rapid-fire laser cannons built into their mold.

The Earthquake's easily lost pieces include three (3) mortar bombs and four (4) thin missiles.

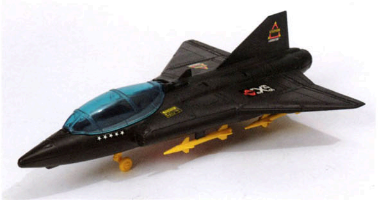
MISB: **$55-75**, MIB: **$25-30,** MLC: **$15-20**

The Cobra Earthquake's easily lost pieces.



COBRA LIQUIDATOR A.T.F.

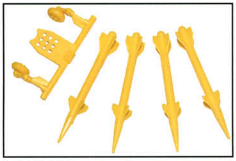
(Advanced Tactical Fighter)



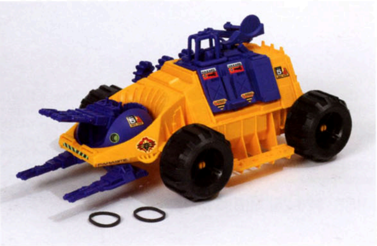
Although the toy only possessed a few easily lost pieces (four [4] missiles, and the front and rear fold-down landing gear), the aircraft had a few accoutrements according to its blueprints/instructions: a high-impact nose cannon with "Liquid Fire" laser beam, a sky-scan canopy with specially reinforced anti-glare composite, four (4) target-locked digitally controlled air-to-surface missiles, rear afterburning jet turbines with 200K combustion factor, and a handle with trigger and pump for the water gun action (programmable flip-down in-flight handle).

MISB: **$25**, MIB: **$12,** MLC: **$6-8**

The Cobra Liquidator's easily lost pieces.



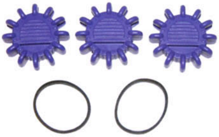
COBRA PARASITE



The Cobra Parasite is an armored personnel carrier with many different action features: a top-mounted "Mega-Blast" bomb firing catapult, a dual rotating laser chin gun with heat sensor aiming, three (3) gyro-catapult bombs, revolving front and rear machine guns with injection cooling, a transport compartment that holds six (6) Cobra troopers, a pivoting armor-plated troop hatch, and running boards on sides and back that hold ample Cobra troopers (seventeen [17] total [maximum capacity]).

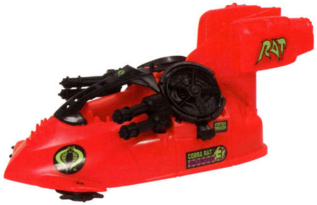
The Parasite's easily lost pieces include three (3) bombs, and one black rubber band.

MISB: **$25-35**, MIB: **$10-12,** MLC: **$6-8**



The Parasite's easily lost pieces.

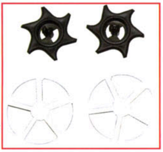
COBRA RAT



The Rat's action features are delineated as follows: hidden free-rolling wheels (shock-resistant wheels with extra-grip trench climbing treads), two (2) rotating/gyrating slicer blades with underbrush defoliation barbs, two (2) double-barreled rotating machine guns with high velocity dispersion scanners, a titanium reinforced pivoting canopy, twin jet powered turbo engines with aerodynamic vortex chargers, and its all-important accoutrement(s)--two (2) fan-bladed anti-aircraft flak rotors with stabilizer control spokes.

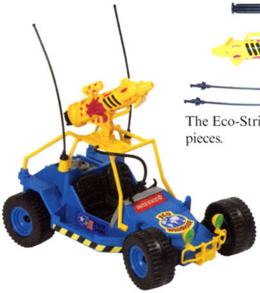
The Rat's easily lost pieces are its two (2) slicing front blades and two (2) flak rotors.

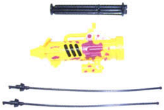
MISB: **$22-32**, MIB: **$8-10,** MLC: **$6**



The Cobra Rat's easily lost pieces.

ECO-STRIKER





The Eco-Striker's easily lost pieces.

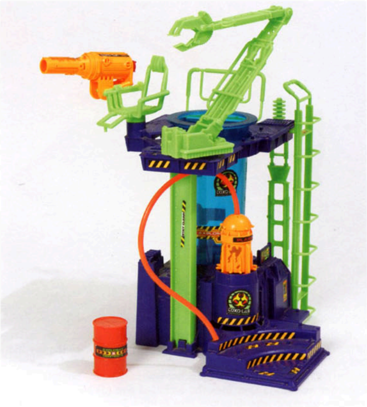
The Eco-Striker was a re-colored A.W.E. Striker (1985) cast in yellow and blue, designed to function with G.I. Joe's Eco-Warriors (1991, 1992) sub-team. The Eco-Striker's action features read as follows: a pivoting water-firing anti-tox cannon with color-change battle damage ("water firing mechanism"), an anti-toxin armored exterior, running boards to hold additional G.I. Joe soldiers (twin lateral riding platforms), a removable engine (quick-repair aluminum-alloy transverse engine) with engine cover (the engine cover is delineated as follows: "eco-pure radiator cooling and filtering fan"), two (2) two-way communications antennas, titanium-reinforced all-terrain tracker wheels, "real" front suspension, and a secondary infrared pollution-detection aiming sight (mounted on a infrared pollution detection recording camera).

The Eco-Striker's easily lost pieces include its water gun, the water gun's inner plug, two (2) antennas, removable engine, and engine cover.

MISB: **$55-70**, MIB: **$20-25**, MLC: **$14-18**

COBRA TOXO-LAB PLAYSET

(Bi-Level Laboratory and Headquarters)

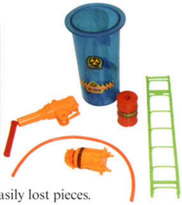


The Cobra Toxo-Lab playset has many curious and interesting accoutrements, among these: two (2) reinforced girder supports, a working (water-shooting) toxo-gun with auto-stabilizing gunner's seat, working crane with claw arm, an upper level submersible launch area, a duro-steel access ladder, a command center (computer consoles to control the lab's operations), a green upper level railing, a lower level with "Plasmatox" staging area, a "Plasmatox" container with color-change battle-damage (and diving action), and a large translucent blue "Toxo-Tank" to allow for real diving action.

The Toxo-Lab's easily lost pieces include the following: access ladder, toxo-gun, toxo-gun inner plug, long green stirrer attachment, orange hose, Plasmatox container, and large blue toxo-tank. Collectors should note that this play set (MISB samples only) originally included a baking powder "dive tablet" similar to the G.I. Joe Barracuda (1992). Collectors do not consider the Toxo-Lab incomplete if this piece is missing.

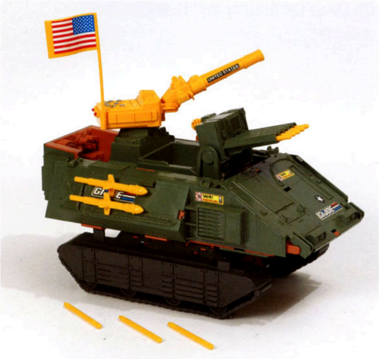
MISB: *(very hard to find)* **$125-150+**, MIB: **$50-65,** MLC: **$30-40**

The Cobra Toxo-Lab's hard-to-find "dive tablet," sealed in foil bag.



The Cobra Toxo-Lab's easily lost pieces.

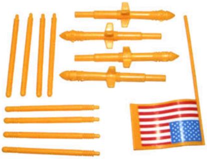
FORT AMERICA



Collectors will note that the Fort America came with a large instruction/blueprint that totaled six pages in length, as the toy has a bevy of action features: eight (8) electronic sounds and lights, a spring-action "Ripple Fire" missile launcher (mounted on a complex missile launcher assembly) that fires the included five (5) surface-to-surface missiles, an American flag, and four (4) flip-down body sides used to reveal the fort's battle fortress mode.

Easily lost pieces include eight (8) thin missiles, four (4) thick missiles, and an American flag.

MISB: **$65-75**, MIB: **$25-30,** MLC: **$15-20**

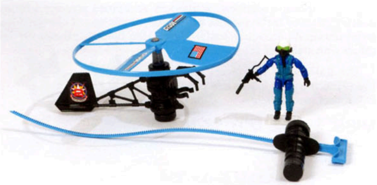


The Fort America's easily lost pieces.

G.I. JOE BATTLE COPTER

(High-Altitude Quick Strike Flying Aircraft)

(Includes: Ace figure)

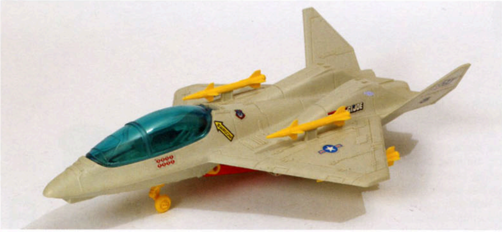


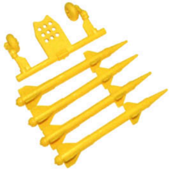
The G.I. Joe Battle Copter is similar to the Series X (1991) Battle Copters toys: designed by Hasbro to *actually* fly with an aerodynamic circular revolution flight rotor, lightweight body design, easy-load high stress ripcord ("zip-strip"), easy-grip launcher, and a clip (personnel security brace for high-altitude maneuvers) to secure Ace's (1992) action figure in flight.

MISB: **$20-25**, MIB: **$10-12,** MLC: **$6-8**

G.I. JOE STORM EAGLE A.T.F.

(Advanced Tactical Fighter)



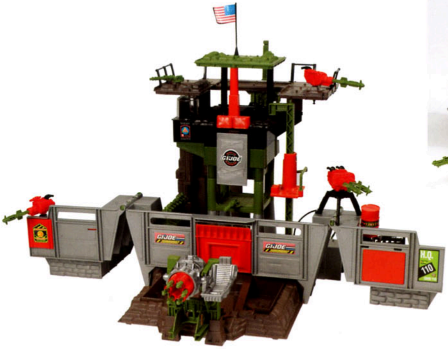


The Storm Eagle's easily lost pieces.

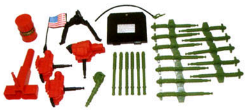
With a "water-blasting nose cannon," the G.I. Joe Storm Eagle possessed a few easily lost pieces (four [4] missiles, and the front and rear landing gear), the aircraft had a few accoutrements according to its blueprints/instructions: a high-impact nose cannon with "Liquid Fire" laser beam (water gun), elevating canopy with specially reinforced anti-glare composite, four (4) air-to-surface electro-optical laser guided tactical missiles, a rear afterburning turbofan rated at 122kN (27,500 lb. st.), and a hidden handle with trigger and pump to trigger the vehicle's water gun feature (hydraulically powered flip down in-flight handle).

MISB: **$25**, MIB: **$12,** MLC: **$6-8**

HEADQUARTERS



Detail shot of G.I. Joe Headquarters, rear view.



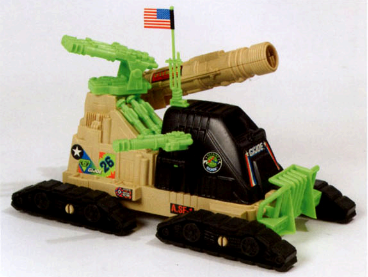
The G.I. Joe Headquarters' easily lost pieces.

With its "exploding tower action," "electronic lights and 8 [different] sounds" (powered by five "AA" batteries), "four spring-action missile launchers and three targets," this version of the center of G.I. Joe operations came with many bells and whistles. From collapsible towers to break-out jail cells, this was an action packed play set that featured the following accoutrements: eight (8) electronic battle sounds and a light up siren ("ultra-bright working searchlight"), a fold-down front access ramp for troop deployment, three (3) spring loaded missile launchers (two [2] single-missile launchers [laser bazooka guns], one [1] double pulse-propelled rocket launcher), a removable (rear-mounted) bunker (remote liquid-cooled "Eliminator" rapid-fire cannon with gunner's seat) that fires six (6) rapid-fire missiles, a mega-flow fuel nozzle and hose for the G.I. Joe Team to gas up their vehicles, a fold-down multi-utility vehicle/weapons service bay, a fully-stocked weapons armory to store the Headquarters' extra missiles (twelve [12] thin green missiles are included), a movable elevator that allows access to the Headquarters' various levels, a fully-secured lock-tight jail cell (with opening door to access Cobra prisoners), a working magna-grip tow hook (winch), three (3) targets for enemy missiles to trigger various action features (1] a red post on the top tower that pops out and collapses the look-out deck, 2] a stationary red post on the ground level that triggers a missile launcher to explode, and 3] a red front jail cell wall that pops out when hit with an enemy missile), a fold-in front perimeter platform play area, and three (3) short green pegs on the Headquarters' hinges that allow the entire playset to fold up so a child could tote the toy (and action figures) from place-to-place.

The G.I. Joe Headquarters contains many easily lost pieces, including: three (3) missile launchers, a black launcher tripod, two (2) small machine guns, a flag post, red tower support, battery cover, black fuel hose, green gas nozzle, red jail-cell barrel, red pop-out front jail cell door, six (6) thin missiles, and twelve (12) larger finned missiles.

MISB: **$100-140**, MIB: (complete) **$50-55,** MLC: (complete) **$35-45**

PATRIOT

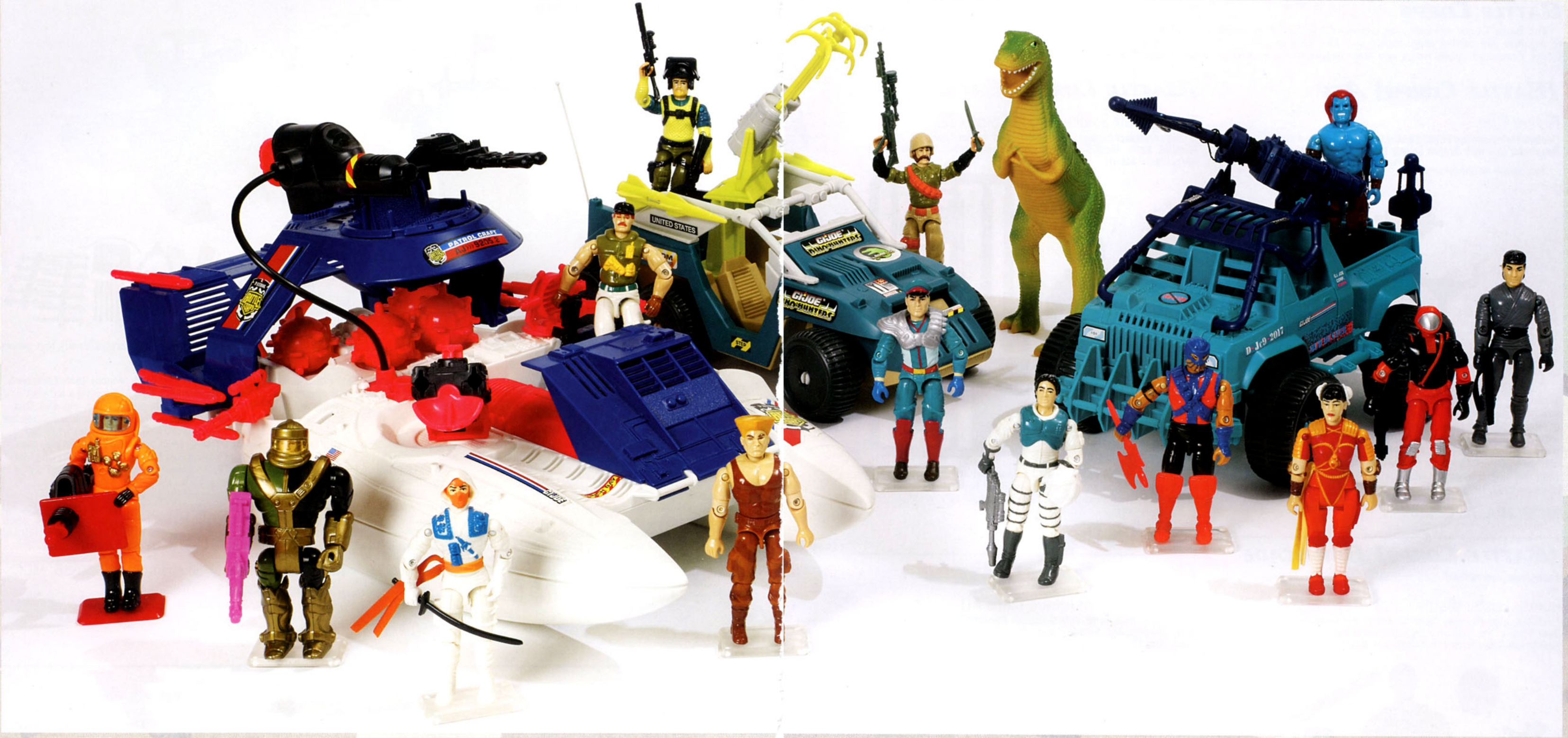


The Patriot's easily lost pieces.

With a positionable triple-barreled laser cannon (replete with quick load ammo port), a high frequency microwave sensitive communications antenna with battle flag, three (3) polyconic [conical map projection] surface-to-surface mortar missiles, a rugged multi-terrain track tread system with titanium reinforced axles, a positionable spring-action mortar cannon (surface-to-air mortar cannon), an anti-glare pivoting cockpit canopy, movable quick recoil side machine gun, and a heavy-duty crash-proof/absorbent bumper with battering ram function, the Patriot helps to support the G.I. Joe Team's ground forces.

The Patriot's easily lost pieces include three (3) missiles, an antenna with flag, and a bumper.

MISB: **$35-45**, MIB: **$12-15,** MLC: **$8**



Series XII 1993

1993 is frequently cited as the most overwhelming of all of the thirteen series of the vintage G.I. Joe line (1982-1994). More than 100 figures were produced in 1993 (although half of these toys were repaints and remolds of previous characters)--in a variety of different sub-sets: Ninja Force (1992-1993), Mega-Marines (1993), Star Brigade (1993-1994), Street Fighter II (1993), Armor-Tech Star Brigade (1993), Battle Corps (1992/93-1994), and furthermore, there were many different single-figure and multi-packed Hasbro Direct mail-aways.

Series XII is an intimidating year for collectors to complete, and most die-hards simply gave up on the toy line due to the enormous volume of 1993 releases--couple this reason with figures that were often cast in neon colors, with some possessing less articulation than those of previous series, and you will see an aficionado's lack of desire to pursue this behemoth of a year. However, there are a few quality-made toys that stand out from Series XII's morass of re-decorations and repaints, but the fact that Hasbro went to great lengths to capitalize on a consumer's dollar turned many collectors off... permanently. From the Wal-Mart exclusive Dino-Hunters playset replete with its small, hard-plastic dinosaur, to the many Star Brigade troopers who ventured G.I. Joe into the realm of outer space, these myriad G.I. Joe characters little resembled the military-themed toy soldiers introduced at retail in 1982. With Series XII, it appeared that Hasbro--finally--had strayed too far away from G.I. Joe's original formula for success. Yet regardless of how collectors view this series, Hasbro was earnestly trying to woo *new* collectors to the G.I. Joe brand—as many collectors who were 11 or 12 at the time G.I. Joe was introduced in 1982 had entered into their early 20's by 1993.

Series XII's promotional event revolved around a series of live action television commercials that were tied-into G.I. Joe toy products via a series of "Search and Destroy" Live Action trading card inserts--essentially still shots of the commercials' battle scenes, along with profile shots of many main characters such as Scarlett, Duke, Destro, and Cobra Commander. A few of these "Search and Destroy" trading cards even made it into Marvel Comics' *G.I. Joe* comic book as well (*G.I. Joe* #'s 135-138). Regardless of this promotional push, the 3 ¾" G.I. Joe line had seemed to run its course.

BATTLE CORPS

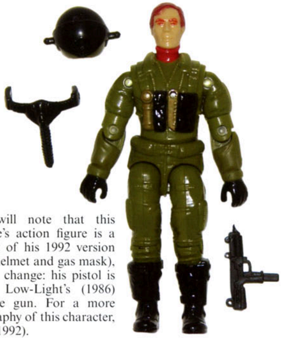
The Battle Corps sub-team was concocted by Hasbro as a way to organize and catalog single-carded G.I. Joe Team members and Cobra Command agents under one large banner (those characters not affiliated with a special sub-team), and this line is described on the toys' package backs as follows: "New G.I. Joe and Cobra recruits [with spring action weapons] join the Battle Corps team!"

(BATTLE CORPS) ACE

Fighter Pilot

(Includes: Pressurized Flight Helmet with Shatter-Proof Shield, Respirator Unit with Oxygen Supply Tubing [mask], 9mm Beretta Pistol)

Included with the Ghoststriker X-16.



Collectors will note that this version of Ace's action figure is a straight-repaint of his 1992 version (including his helmet and gas mask), with one small change: his pistol is molded from Low-Light's (1986) uzi submachine gun. For a more extensive biography of this character, see Ace (1983, 1992).

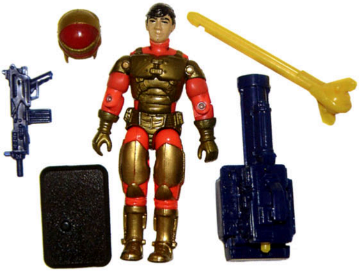
MOC: **N/A**, MLC: **$10**

(BATTLE CORPS) BARRICADE

[ORANGE UNIFORM]

Bunker Buster (Battle Corps #17)

(Includes: High-Powered "Wall Smasher" Battering Ram Gun, Battering Ram Missile, Sophisticated Z-99 Battlefield Side Arm, Titanium Reinforced Concussion-Proof Headgear, Backpack, Figure Stand)



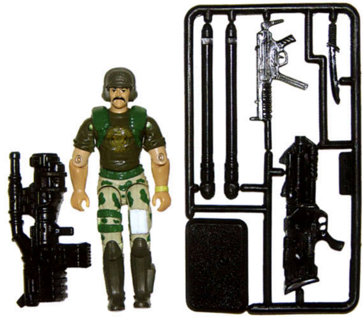
Barricade was the G.I. Joe Team's "Bunker Buster," a useful MOS for squad-level raids. Collectors will note that this 1993 version of Battle Corps Barricade has a orange outfit with gold accoutrements, while the 1992 version of the figure sports a blue outfit with gold trim. Both action figures possess the exact same accessories. For a fuller biography of this character, see Barricade (1992).

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) BACKBLAST

Anti-Aircraft Soldier (Battle Corps #22)

(Includes: Impact Exploding Mega-Blast[er] Rocket Launcher, Two Missiles, Knife, Multi-Burst Machine Gun with Built-In Silencer, Laser Rifle, Figure Stand)



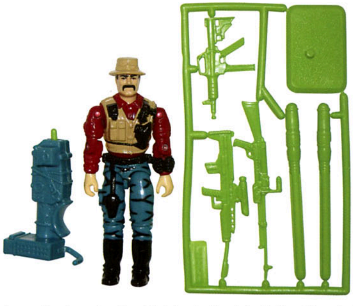
This version of Backblast's action figure is quite similar to his Series VIII incarnation, even borrowing a bit of his old dossier's text to formulate a new file card. For a fuller biography of this character, see Backblast (1989).

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) BAZOOKA

Missile Specialist (Battle Corps #1)

(Includes: Bazooka with Multi Spectrum Tracking System and Ammo Pack, Two Missiles, Standard Issue 9mm Sub-Machine Gun, Two Rifles, Figure Stand)



A popular character since his introduction into the line, Bazooka is now decked out as a combination Missile Specialist/sport fisherman, as denoted within the text of his updated mass-produced file card. For a fuller biography of this character, see Bazooka (1985, 1988).

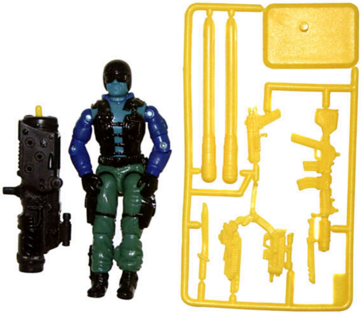
MOC: **$12-18**, MLC: **$6-8**

(Battle Corps) Beach Head

[black vest]

Ranger (Battle Corps #4)

(Includes: Specially Vented Missile Blaster, Two Missiles, Special Issue Double Sub-machine Gun, Rifle, Pistol, Knife, Figure Stand)



The 1993 Battle Corps Beach-Head figure wears a midnight black vest, as opposed to his later 1994 version that dons a bright yellow vest, and his file card is built off of his earlier incarnation. For a much fuller bio of the character, see Beach-Head, 1986.

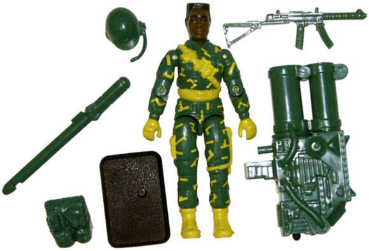
MOC: **$12-18**, MLC: **$6-8**

(Battle Corps) Bullet-Proof

[yellow camouflage]

Urban Commander (Battle Corps #34)

(Includes: Missile Launching Bullet Gun, Heat-Seeking Surface-to-Surface Missile, Heavy Artillery Operator's Helmet, Combat Ready Backpack, Fully Automated GP-88 Field Rifle, Figure Stand)



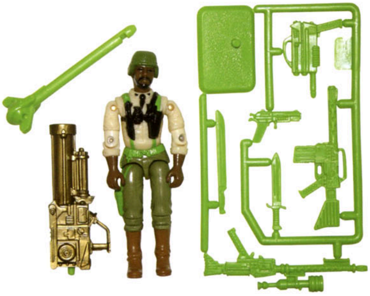
It should be noted that this 1993 Battle Corps version of Bullet Proof's action figure is rendered in a green uniform with bright yellow camouflage, as opposed to his 1992 D.E.F. version with tan camouflage. Furthermore, and his 1993 Battle Corps missile launcher is not translucent and does not possess "sparking" action. For another bio of this figure, see D.E.F. Bullet-Proof (1992).

MOC: **$12-18**, MLC: **$6-8**

(Battle Corps) Colonel Courage

Strategic Commander (Battle Corps #10)

(Includes: Armor Piercing Assault Gun, Missile, Knife, Machete, Standard Issue .9mm Pistol, Standard Issue Officer's Machine Rifle, Two Rifles, Figure Stand)



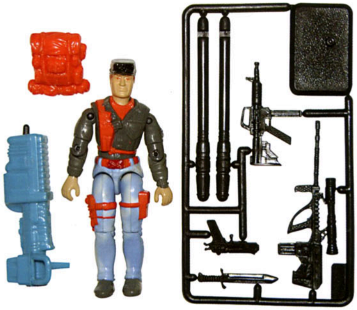
Colonel Courage was an interesting addition to the Battle Corps line, although many collectors believe that the colonel's bright-green accessories detract from his figure's effectively military-minded aesthetics.

MOC: **$12-18**, MLC: **$6-8**

(Battle Corps) Cross-Country

Transport Expert (Battle Corps #2)

(Includes: Cannon with Infrared Targeting Sight, Two Missiles, Standard Issue 9mm Combat Beretta, Backpack, Standard Issue 9mm Sub-Machine Gun, Rifle, Knife with Nail Pounding/Chiseling Base, Figure Stand)



For a fuller biography of this character, see Cross-Country (1986).

MOC: **$12-18**, MLC: **$6-8**

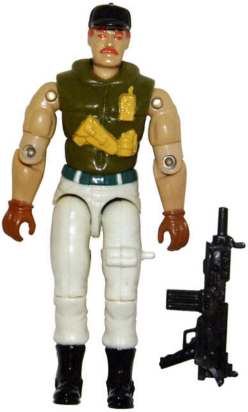
(BATTLE CORPS) CUTTER

[GREEN VEST]

Coast Guard Specialist

(Includes: Rust-Proof High-Powered Assault Rifle)

Included with the SHARC 9000.



The Series XII 1993 version of Cutter is a repaint of the 1992 DEF version of the figure, with his mass-produced file card reflecting his naval prowess. For a fuller biography of this character, see Cutter (1984, 1992).

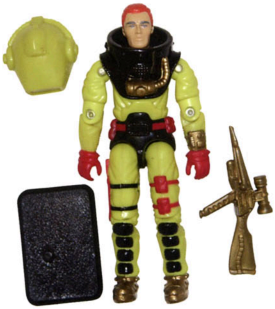
MOC: **N/A**, MLC: **$8**

DEEP SIX

Deep Sea Diver

(Includes: Helmet, Rifle, Battle Stand)

Mail-Away Exclusive



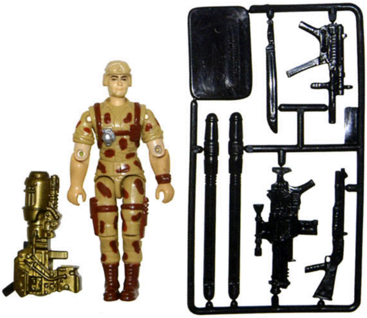
This Hasbro Direct mail-away of Deep Six was offered through 1993's "Menace in the Wilderness" insert for $3.95 plus one single Flag Point, and is an interpretation of the Series VIII incarnation of Deep-Six (1989)--minus a few accessories. For a fuller biography of this introverted character, see Deep-Six (1984, 1989, 1992).

Mint in Mailer Baggie: **$12-15**, MLC: **$6-8**

(BATTLE CORPS) DUKE

Battle Commander (Battle Corps #19)

(Includes: High-Powered Quick-Fire Missile Cannon, Two Missiles, Machete, Three Rifles, Figure Stand)



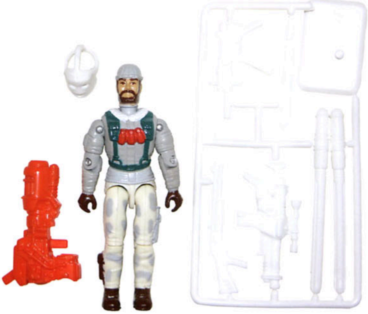
One of the most often-purchased of all the 1993 Battle Corps figures due to its military styling, this version of the Duke acts as the Battle Corps' G.I. Joe Battle Commander. For a fuller biography of this important character, see Duke (1983, 1984, 1989, and 1992).

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) FROSTBITE

Arctic Commander (Battle Corps #20)

(Includes: Thermal Cannon with Heat Generated Blast Propulsion, Two Missiles, Frost-Free Face Mask, X4-Machine Gun with Built-In Silencer, Two Rifles, Machete, Figure Stand)



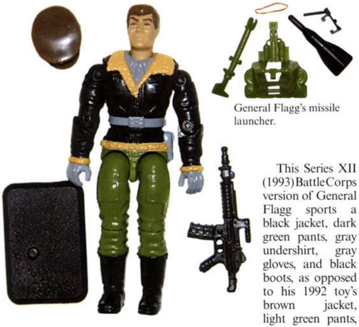
Many collectors approve of this updated version of Frostbite, as this 1993 Battle Corps version of the character comes replete with a removable mask, well-rendered accessories, and an updated dossier. For a fuller biography of the character, see Frostbite (1985, 1988).

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) GENERAL FLAGG [BLACK JACKET]

G.I. Joe General (Battle Corps #26)

(Includes: Four-Piece Missile Launcher, Missile, WWII Style U.S. Military Officer's Cap, Short Stock M-21 Automatic Combat Rifle, Figure Stand)



General Flagg's missile launcher.

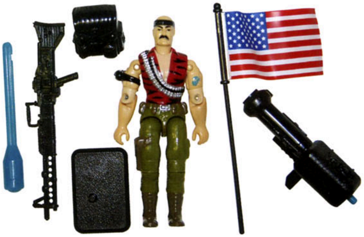
This Series XII (1993) Battle Corps version of General Flagg sports a black jacket, dark green pants, gray undershirt, gray gloves, and black boots, as opposed to his 1992 toy's brown jacket, light green pants, black gloves, black boots, and a black undershirt. However, General Flagg's accessories are exactly and precisely the same with both versions of the toy.

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) GUNG-HO [MAROON VEST]

U.S. Marine (Battle Corps #16)

(Includes: Heat-Seeking Lightweight Missile Launcher, Missile, Backpack, M-60 Heavy Machine Gun, American Flag ["Old Glory"], Figure Stand)



Collectors should note that this Battle Corps Series XII, 1993 version of Gung-Ho sports a tattoo on his arm, a maroon vest, and tan-colored pants--not to be confused with the 1992 version of Gung-Ho who has his USMC tattoo placed on his chest, a green vest, and cream-colored pants. For a fuller biography on this character, see Gung-Ho (1983, 1987, 1992).

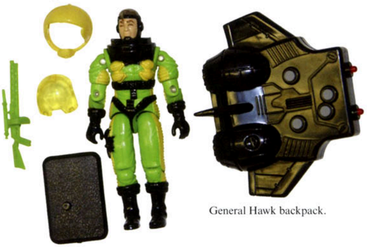
MOC: **$12-18**, MLC: **$6-8**

GENERAL HAWK

G.I. Joe Commander

(Includes: Helmet, Face Shield, Rifle, Sonic Backpack, Figure Stand)

Mail-Away Exclusive



General Hawk backpack.

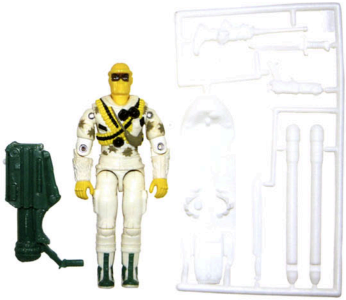
This Hasbro Direct mail-away version of General Hawk (1982, 1986, 1991) was offered through 1993's "Menace in the Wilderness" insert for $8.95 plus two Flag Points and is a simple repaint of the 1991 version of the character with a Super Sonic Fighter Backpack included in its sealed package.

MISPackage: **$12**, MLC: **$6-8**

(BATTLE CORPS) ICEBERG

Arctic Assault Trooper (Battle Corps #3)

(Includes: Missile Launcher with Fur-Lined Anti-Crack Muzzle, Two Missiles, Jet-Powered Snowboard with Tracking Systems, Knife, Machete, Pistol, Rifle, Figure Stand)



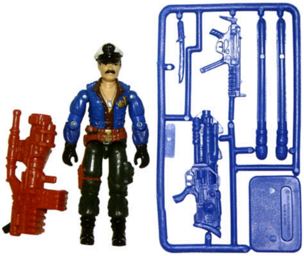
Collectors should take note that Iceberg's snowboard has two variations: one has a more detailed G.I. Joe logo on the bottom of the board, while the other has a less pronounced logo (neither snowboard is more expensive or difficult to find on the secondary market). For a fuller biography of the character, see Iceberg (1986).

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) KEEL-HAUL

Admiral (Battle Corps #21)

(Includes: Anti-Aircraft Heat-Seeking Missile Launcher, Two Missiles, Armor Piercing Machine Gun with Built-In Silencer, Rifle, Knife, Figure Stand)



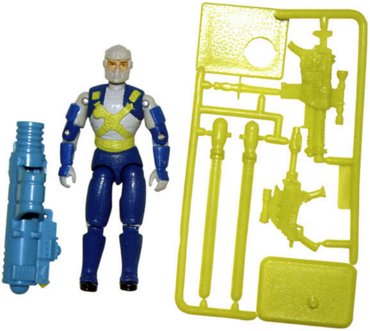
Essentially a re-paint of the character's original Series IV action figure, collectors should note that this 1993 Battle Corps version of Keel-Haul has two variations of the gold "Ghost Strikers" patch located on the figure's back. One version of the patch is small, while the other version takes up the entirety of the action figure's jacket back. The smaller-logoed Keel Haul(s) are a bit rarer than the other, and should command a few dollars more MOC. For a fuller biography of this character, see Keel-Haul (1985).

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) LAW

MP (Military Police) (Battle Corps #28)

(Includes: Missile Firing Enforcer Gun with Gun Shield, Two Standard Issue Exploding Gun Shells [Missiles], Two Rifles, Knife, Figure Stand)



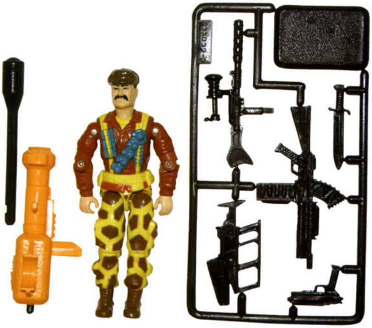
Another unusual action figure update, this version of Law does not come with his German Shepherd, Order. For a longer biography of this character, see Law (1987, 1990).

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) LEATHERNECK

Infantry/Training Specialist (Battle Corps #11)

(Includes: XC 5150-Ripple Rocket, Missile, SS-24 Marine Corps Grenade Launcher, Night Targeting Machine Gun with Infrared Scope, Standard Issue Machine Gun, Smith & Wesson Combat Revolver, Razor-Edged Throwing Dagger, Figure Stand)



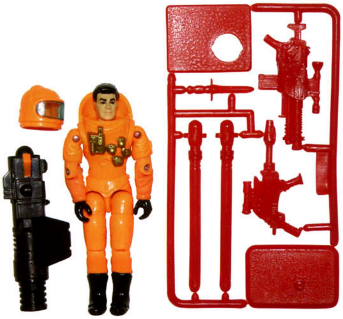
As the first updated version of Leatherneck in almost ten years, collectors responded well to this character. For a longer biography of Leatherneck, see 1986 (x2).

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) LONG ARM

First Strike Specialist (Battle Corps #31)

(Includes: Missile Launching Mega-Blaster with Shield, Two Missiles, Shield, Climate Controlled Enclosure Helmet with Shatter Proof Face Shield, Two Rifles, Knife, Figure Stand)



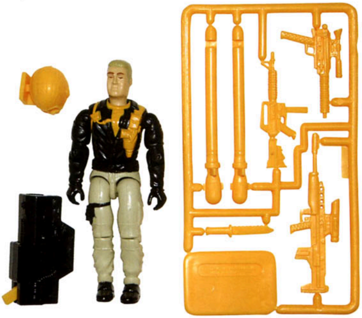
As the G.I. Joe Team's new First Strike Specialist, this is a brisk seller on the secondary market, for Long Arm came with a new helmet and visor, and a "Mega-Blaster" missile launcher.

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) MACE

Undercover Operative (Battle Corps #29)

(Includes: Missile Firing Stealth Gun with Built-In Silencer, Two Missiles, Automatic "Street Sweep" Assault Rifle, Rapid-Fire Steel Plated Short Rifle, Rifle, Knife, Bullet Deflecting Assault Helmet, Figure Stand)



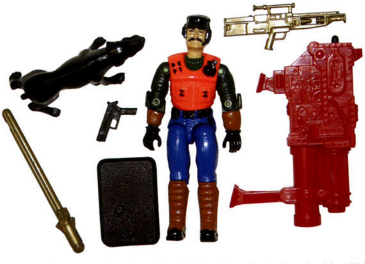
One of the newly minted characters for the 1993 series of toys, Mace acts as an undercover specialist for the G.I. Joe's 1993 Battle Corps line. Collectors will note that the 1993 Battle Corps action figures numbered 29-36 were originally intended to be a "D.E.F." (see D.E.F., 1992) assortment added to the Battle Corps line.

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) MUTT & JUNKYARD [BLUE PANTS]

K-9 Officer & Attack Dog (Battle Corps #36)

(Includes: XL-66 Hyper-Powered Rocket Launcher, Missile, Rifle, US Army 9mm Semi-Automatic Pistol, Attack Dog [Junkyard], Figure Stand)



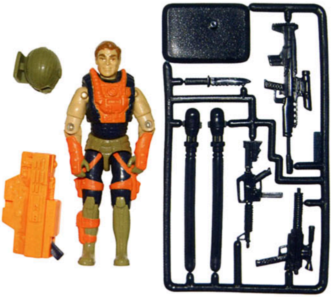
Basically a re-paint of 1992's D.E.F. Mutt & Junkyard, this 1993 Battle Corps version of the character donned a red vest and blue pants, while the 1992 D.E.F. version wore a blue vest and tan pants. It should be noted that 1993's Battle Corps Mutt came with a gold Headman (1992) rifle, along with Headman's formerly 'battle-flash equipped' missile launcher.

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) MUSKRAT

Heavy-Fire Specialist (Battle Corps #30)

(Includes: Missile Launching Helmet Gun, Sight-Guided Missile Launcher Helmet, Two Missiles, Three Rifles, Knife, Figure Stand)



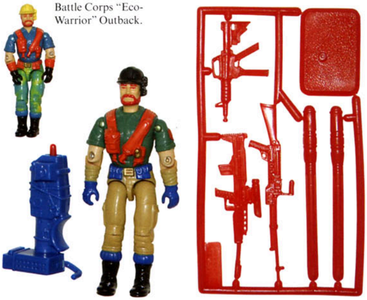
Oddly enough, Muskrat's MOS (Military Occupational Specialty) has changed since his last incarnation (from "Swamp Fighter" to "Heavy-Fire Specialist"), and his mass-produced file card does not specifically mention this transition. For a fuller biography of this character, see Muskrat (1988 [x2], 1989).

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) OUTBACK [STANDARD & ECO-WARRIOR COLORS]

Survival Specialist (Battle Corps #13 A&B)

(Includes: Missile Firing Pummel Gun, Two Missiles, Standard Issue Machine Gun, Two Rifles, Figure Stand)



Battle Corps "Eco-Warrior" Outback.

Battle Corps Outback's new file card hints at his specialization for the G.I. Joe Team's Eco-Warriors sub-line (see Eco-Warriors, 1991, 1992), and the figure was actually released in a limited quantity with Eco-Warriors colors and paint applications early in 1993. The Eco-Warriors version of Battle Corps Outback is somewhat rarer than its regular release, but is really a collectible for most completionists. For a fuller biography of Outback's character, review his entries in 1987 & 1988.

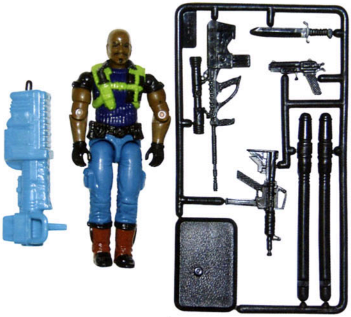
MOC: (with or without Eco-Warriors colors) **$12-18**, MLC: **$6-8**

(Battle Corps) Roadblock

[BLUE SHIRT]

Heavy Machine Gunner (Battle Corps #7)

(Includes: Missile Launcher, Two Missiles, Two Rifles, Pistol, Standard Army XF-45 Combat Knife, Figure Stand)



This Series XII, 1993 version of Battle Corps Roadblock was recast from the very rare 1992 version of the action figure (minus 1992's recalled machine gun/disk launcher, machine gun disk, large rifle, and small knife), and as such, possessed a dark blue t-shirt with neon green-yellow highlights, and a slew of accessories different from his 1992 figure (which had a green t-shirt with black highligts)--all mounted on a plastic "tree." For a fuller biography of this character, see Roadblock (1984, 1986, 1988, 1992).

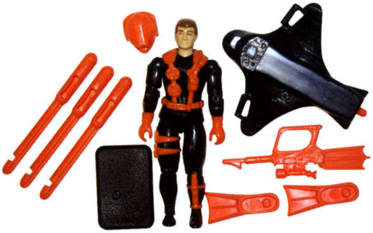
MOC: **$12-18**, MLC: **$6-8**

(Battle Corps) Wet-Suit

[ORANGE HIGHLIGHTS]

Navy S.E.A.L. (Battle Corps #8)

(Includes: Low Drag Nautical Jet Sled with Heads-Up Display, Three High-Impact Delayed Detonation Torpedoes, Two Snug Fit Deep Water Flippers, Air-Tight Underwater Helmet with 360° Radar, Hydro-Charged Undersea Spear Rifle, Figure Stand)



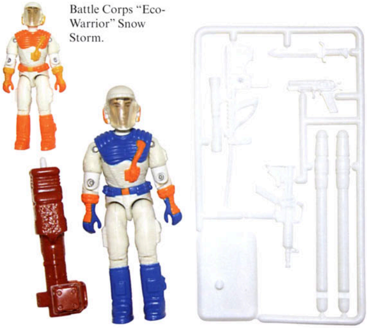
This Series XII, 1993 Battle Corps version of Wet-Suit sports orange highlights and a black uniform, while his 1992 version is molded with yellow highlights and a black uniform. Furthermore, this action figure's accessories include two orange swim fins, an orange helmet, an orange harpoon gun, a black sea-sled/missile launcher with orange trigger, three orange missiles, and a black battle figure stand (as opposed to 1992's yellow helmet, yellow harpoon gun, and yellow swim fins). For a fuller biography of this character, see Wet-Suit (1986 [x2], 1992).

MOC: **$12-18**, MLC: **$6-8**

(Battle Corps) Snow Storm [STANDARD & ECO-WARRIOR COLORS]

High-Tech Snow Trooper (Battle Corps #12 A&B)

(Includes: Missile Firing "Glacier" Gun, Two Missiles, Two Rifles, Pistol, Knife, Figure Stand)



Battle Corps "Eco-Warrior" Snow Storm.

Collectors should note that Snow Storm's action figure was originally slated to be a member of the G.I. Joe sub-line of Eco-Warrior troopers (see Eco-Warriors, 1991, 1992), and this figure was actually released in a limited quantity painted with Eco-Warriors colors in early 1993. The Eco-Warriors version of Snow Storm is somewhat rarer than his regular release, but is really a collectible for most completionists.

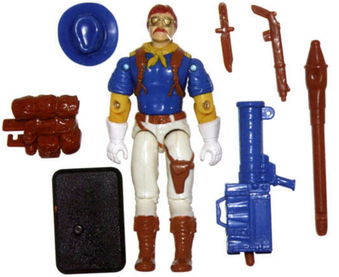
MOC: (with or without Eco-Warriors colors) **$12-18**, MLC: **$6-8**

(Battle Corps) Wild Bill

[WHITE PANTS]

Aero-Scout (Battle Corps #25)

(Includes: XM-207 Hyper-Velocity Missile Launcher, Missile, Knife, Real Wooden Stock Colt .46 Side Arm [Pistol], 19th Century U.S. Cavalry Officer's Hat, Backpack, Figure Stand)



Note that this 1993 Battle Corps version of Wild Bill wears white pants, while his earlier 1992 release sports black slacks--the only difference between the two action figures, for even their accessories are *exactly* and *precisely* the same. For a fuller biography on this character, see Wild Bill (1983, 1992).

MOC: **$12-18**, MLC: **$6-8**

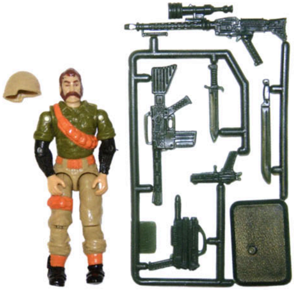
DINO HUNTERS

(DINO HUNTERS) AMBUSH

Dinosaur Camouflage Specialist

(Includes: Modified "Dino-Stun" Tranquilizer Gun with Scope, Rifle, Two Pistols, Armor-Plated Battle Helmet, Knife, Machete, Figure Stand)

Included with the Toys 'R Us Exclusive Dino-Hunter Mission Play set (along with [Dino Hunters] Low-Light).



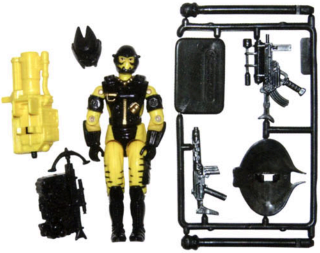
With this latest version of Ambush (a Toys 'R Us Exclusive), his MOS (Military Occupational Specialty) was changed from "Concealment Specialist" to "Dinosaur Camouflage Specialist," and this modification is reflected on his mass-produced file card. For a fuller biography of this character, see Ambush's entry in 1990.

MOC: **N/A**, MLC: **$22-30**

(BATTLE CORPS) COBRA ALLEY VIPER [YELLOW & BLACK]

Urban Assault Trooper (Battle Corps #6)

(Includes: Computerized Missile Launcher with Urban Assault Gun, Two Missiles, Two Rifles, Cobra Laser-Proof Shield, Blast-Proof Trooper Helmet, Adjustable Visor, Figure Stand)



A popular troop builder on the secondary market due to its resemblance to the original Alley Viper sculpt (1989). It should be noted that this 1993 version of the action figure is cast in yellow and black colors, while the later, 1994 version of the figure is done over in the more traditional blue and orange camouflage. For a fuller biography of the character, see Alley Viper (1989).

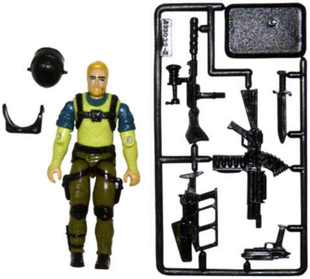
MOC: **$15-22**, MLC: **$10-12**

(DINO-HUNTERS) LOW-LIGHT

Dinosaur Night Spotter

(Includes: Modified "Dino-Stun" Tranquilizer Gun with Scope, Two Rifles, XL-66 Ripple-Fire Short Rifle [Pistol], Battle Helmet, Infrared Night Vision Visor, Razor-Edged Survival Knife, Figure Stand)

Included with the Toys 'R Us Exclusive Dino-Hunter Mission Play set (along with [Dino Hunters] Ambush).



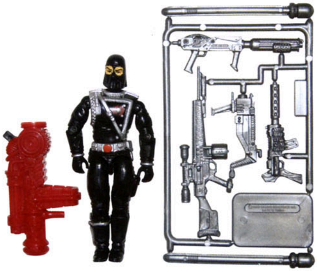
This version of Low-Light's action figure was modeled directly upon his 1991 incarnation as "Night Spotter," yet his file card was changed to reflect a new MOS (Military Occupational Specialty)—"Dinosaur Night Spotter." Low-Light's file card was significantly altered for his Dino-Hunters' characterization. For a full bio, see Low-Light (1986, 1989, 1991).

MOC: **N/A**, MLC: **$22-30**

(BATTLE CORPS) COBRA COMMANDER

Cobra Supreme Leader (Battle Corps #24)

(Includes: Long Range "Cobra Cannon" Missile Launcher, Two Missiles, CC-1 Repeating Machine Gun with Built-In Silencer, Personal Assault Pistol, Two Rifles, Figure Stand)



This figure was recast in a darker blue color from the exact mold of Talking Battle Commander Cobra Commander (1992). For a fuller biography of this important character, see Enemy Leader: Cobra Commander (1982, 1984 1987, 1991, 1992).

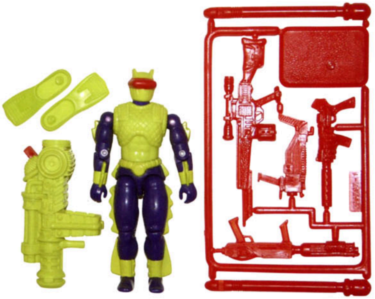
MOC: **$14-20**, MLC: **$8-10**

(BATTLE CORPS) COBRA EEL

[PURPLE HIGHLIGHTS]

Underwater Demolitions Specialist (Battle Corps #27)

(Includes: Rapid Fire X8-Torpedo Launcher, Two Silent Running High-Impact Torpedoes, Stabilizer Foot Fins, Four Guns, Figure Stand)



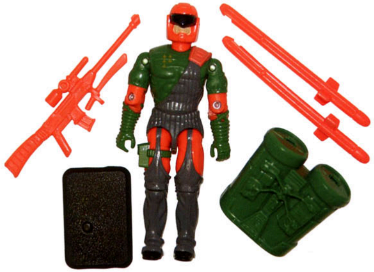
Collectors will note that this 1993 version of the Cobra Eels' action figure possesses purple highlights, a yellow missile launcher, yellow swim fins, and accessories molded in orange plastic (four guns, two missiles, and one battle stand)--as opposed to the 1992 Eels' blue highlights, mechanized three-piece silver shark accessory/missile launcher (main body, top fin, rear fin), one yellow missile, two silver swim fins, yellow harpoon gun, and black battle stand. For a fuller biography of this character, see Cobra Eels (1985, 1992).

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) COBRA FLAK-VIPER [ORANGE HIGHLIGHTS]

Anti-Aircraft Trooper (Battle Corps #9)

(Includes: Electronic Firing Dual-Missile Launcher Backpack, Two High-Altitude "Tail-Biter" Missiles, Long Barrel Laser Rifle with Mini-Machete Bayonet, Figure Stand)



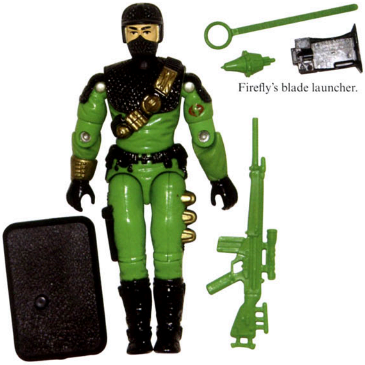
This 1993 Battle Corps version of Flak-Viper is colored in bright orange, gray, and green, while the earlier 1992 version of the character possessed light-blue highlights and a gray and green uniform. Furthermore, the action figure's 1993 accessories—his rifle, two missiles, and his backpack's triggers—are all molded in orange plastic (as opposed to 1992's light blue).

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) COBRA FIREFLY [BLACK HIGHLIGHTS]

Saboteur (Battle Corps #18)

(Includes: Two-Piece Blade Launcher, Blade, Standard Cobra NA-55 Assault Rifle, Figure Stand)



Firefly's blade launcher.

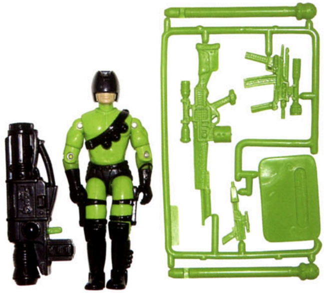
It should be noted that this 1993 Battle Corps version of Firefly possesses black highlights and a green uniform, while the 1992 version of Firefly came with gray highlights cast over his green uniform. For a fuller biography of this character, see Firefly (1984, 1992).

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) COBRA H.E.A.T. VIPER

(High-Explosive Anti-Tank) Trooper (Battle Corps #5)

(Includes: "FANG II" Anti-Tank High-Impact Weapon, Two Missiles, Standard Issue Cobra Machine Gun, Two Guns, Figure Stand)



This is the second incarnation of Cobra's anti-tank trooper (similar to his 1989 incarnation).

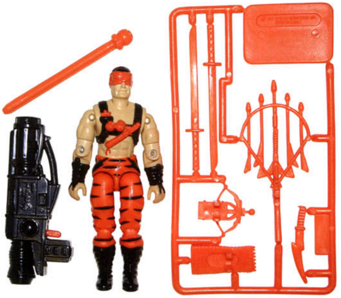
MOC: **$12-18**, MLC: **$6-8**

[Battle Corps] Cobra Night Creeper Leader

[orange & black]

Ninja Supreme Master (Battle Corps #14)

(Includes: Computer Locking "Shock" Gun, Two Missiles, Two Ninja Clan Katana Swords, Large Crossbow, Hand-Held Crossbow, Knife, Shield, Figure Stand)



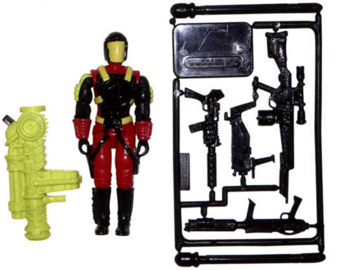
Collectors will note that this Series XII version of Battle Corps Night Creeper Leader is molded with orange and black paint applications, while the later, 1994 version of the Cobra Ninja Supreme Master sports purple and yellow highlights. For another brief biography of this character, see Night Creeper Leader (1994).

MOC: **$12-18**, MLC: **$6-8**

[Battle Corps] Crimson Guard Commander

Cobra Elite Officer (Battle Corps #23)

(Includes: Laser-Charged Missile Launcher, Two Laser Guided Missiles, Special Issue Crimson Guard AK-47 Laser Assault Rifle, Three Guns, Figure Stand)



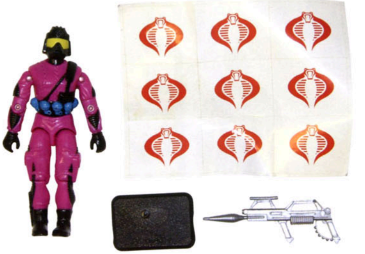
The Crimson Guard Commander character's back story is a bit confusing, for the last "Crimson Guard Commanders" offered in the G.I. Joe line were the unique Crimson Twins: Tomax and Xamot (1985), yet this Battle Corps 1993 version of the character seems to be one member—in an army of many.

MOC: **$12-18**, MLC: **$6-8**

[Name Your Own] Create-A-Cobra Action Figure

(Includes: Rifle, Sticker Sheet, Battle Stand)

Mail-Away Exclusive



For $7.95 and two Flag Points, the Name-Your-Own-Cobra/Create-A-Cobra Hasbro Direct mail-away was offered via the "Terrifying Lasers of Destruction" toy insert. With a custom-made file card indicating your chosen character's Code Name, Primary Military Specialty, Secondary Military Specialty, Weapons Specialty, Martial Arts Expert(ise), and School Training (as well as Traits, Abilities, and Personality blurbs), the Create-A-Cobra mail-away was the lesser produced of Hasbro Direct's two "Create-A-Figure" programs (see Steel Brigade, 1987).

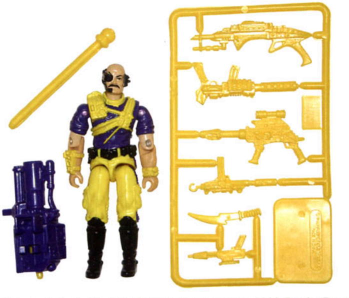
This Create-A-Cobra action figure is a fairly rare mail-away exclusive and is hard-to-find, especially complete *with* its appropriate file card and sticker sheet.

Mint in Sealed Mailer Baggie: **$80-125+**, MLC: (with file card and Cobra labels) **$50-65,** MLC: (without file card or labels) **$25-30**

[Battle Corps] Dr. Mindbender

Master of Mind Control (Battle Corps #15)

(Includes: Mind Scrambling Driller Gun, Missile, Customized "Lightning" Dagger, Four Guns, Pistol, Figure Stand)



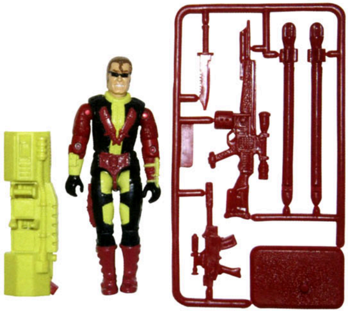
This version of Dr. Mindbender is a common 1993 Battle Corps figure to find carded, and is inexpensive on the secondary market. For a full biography of this character, see Dr. Mindbender (1986).

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) GRISTLE

Urban Crime Commander (Battle Corps #32)

(Includes: Missile Blasting Tracker Gun, Two Missiles, Knife, Two Rifles, Figure Stand)



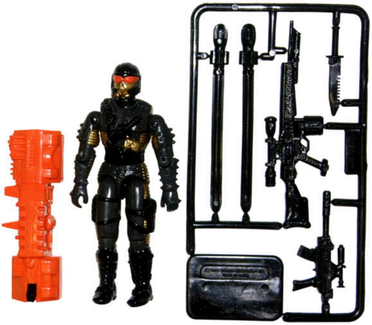
Battle Corps Gristle appears on his card artwork to be portrayed as despicable as another revolting D.E.F. villain, Headman (1992). Gristle may even function as the Headman's replacement—the acting Cobra Urban Crime Commander—as delineated on his mass-produced file card.

MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) HEADHUNTER STORMTROOPERS

Elite Urban Crime Guards (Battle Corps #33)

(Includes: Missile Firing Stun Gun, Two Missiles, XL-14 Machine Gun with Infrared Sight, Large Rifle, Knife, Figure Stand)



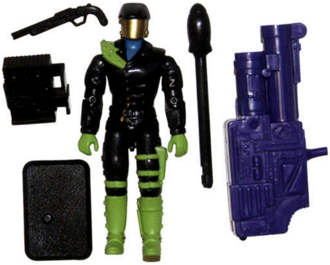
A fascinatingly constructed figure, the Headhunter Stormtroopers are quite popular as troop builders with G.I. Joe collectors.

MOC: **$14-22**, MLC: **$8-12**

(BATTLE CORPS) HEADHUNTERS [NEON GREEN HIGHLIGHTS]

Cobra Street Troopers (Battle Corps #35)

(Includes: Long Range Pinpoint Accurate Rocket Launcher, Metal-Piercing Supercharged Warhead [Missile], Backpack, Sawed-Off Double-Barreled Shotgun, Figure Stand)



This, the Series XII, 1993 Battle Corps version of the Cobra Headhunters action figure is considerably different from that of his 1992 D.E.F. figure, for this 1993 edition has neon green highlights, as opposed to the 1992 character's more muted brown tones. It should be noted that 1993's Battle Corps Headhunters' weapons are exactly the same black-colored accessories (his shotgun, backpack, missile, and figure stand) that were included with his earlier figure, except that the Headhunters' missile launcher is not translucent, not does it have a "battle flash" feature. For a fuller biography of this character, see Headhunters, 1992.

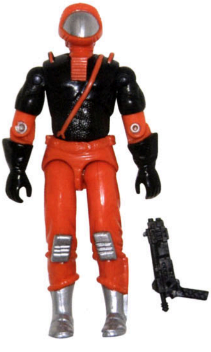
MOC: **$12-18**, MLC: **$6-8**

(BATTLE CORPS) NITRO-VIPER

Detonator Driver

(Includes: Pistol)

Included with the Cobra Detonator.



The Nitro-Viper figure has the notoriety of being the only G.I. Joe figure not to come equipped with a file card. To solve this problem, in 1994, G.I. Joe collector Michael Livanos created a Nitro-Viper file card that was "officially sanctioned" by Hasbro (and printed in the 1994 G.I. Joe Convention issue of Lee's *Action Figure News and Toy Review*).

MOC: **N/A**, MLC: (with file card) **$20-26**, MLC: (without file card) **$6-8**

Mega-Marines

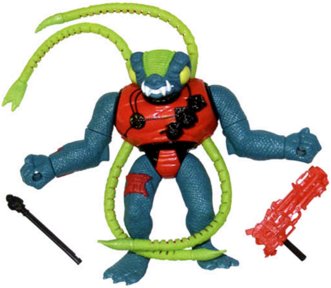
The G.I. Joe Mega-Marines line was created to capitalize on collectors and younger children with a propensity to collect monsters, for according to the figures' package backs, "This specialized team was formed for one specific mission: to repel and destroy Cobra's Mega-Monsters! These bio-tech fighters also battle new Cobra Vipers, and feature moldable Bio-Armor, a breakthrough in bio-mechanical armament! The 'bug-hunt' is on!"

(Mega-Marines) Bio-Vipers

Genetically Enhanced Undersea Monster

(Mega Marines #7)

(Includes: Missile Launcher, Missile)



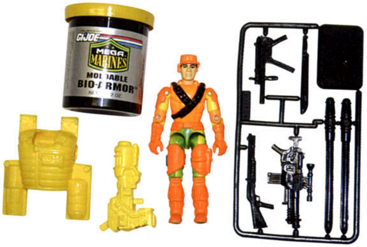
As an oversized action figure, the Bio-Vipers figures are larger than 3 3/4", and are a bit unwieldy, yet the figure's plastic was sprayed with a perfumed "Monster Smell." Sporting four (4) tentacles that with the press of a button would "grab" a G.I. Joe character—the Bio-Viper is a curious looking villain.

MOC: **$12-18**, MLC: **$6-8**

(Mega-Marines) Clutch

Monster Blaster A.P.C. Driver (Mega Marines #2)

(Includes: Mega-Concussion Missile Cannon with Infrared Sight, Can of Moldable Bio-Armor, Two Missiles, Shotgun, Rifle, Armor-Piercing Silencer Gun, Machete, Body Armor, Figure Stand)



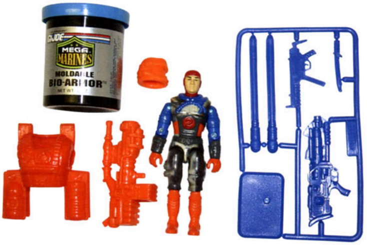
This is the third version of Clutch—G.I. Joe's transportation specialist—and he was curiously not included with the vehicle he was designated to drive, the Monster-Blaster A.P.C. (1993). Collectors might notice that Clutch's Mega Marines' "number" is #3 (although his number in the Hasbro assortment is #2). For a fuller biography of this character, see Clutch (1982, 1984).

MOC: **$12-18**, MLC: **$6-8**

(Mega-Marines) Blast-Off

Flame Thrower (Mega Marines #5)

(Includes: Heat Resistant Launcher with Attached Incinerator, Two Missiles, Fire-Proof Camera Helmet, Rifle, X-66 "Sure-Shot" Rapid Fire Pistol, Knife, Body Armor, Can of Moldable Bio-Armor, Figure Stand)



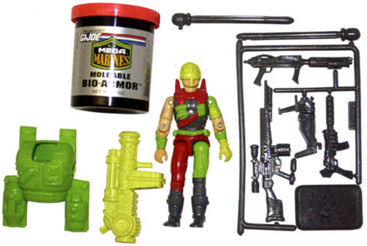
Blast-Off was the G.I. Joe team's new Flamethrower for the 1993 line, and collectors may notice that Blast-Off's Mega Marines' "number" is #2 (although his number in Hasbro's assortment is #5).

MOC: **$12-18**, MLC: **$6-8**

(Mega-Marines) Cyber-Vipers

Cybernetic Officers (Mega Marines #6)

(Includes: Forearm Firing Cyber-Gun Missile Launcher, Two Missiles, Four Guns, Body Armor, Can of Moldable Bio-Armor, Figure Stand)



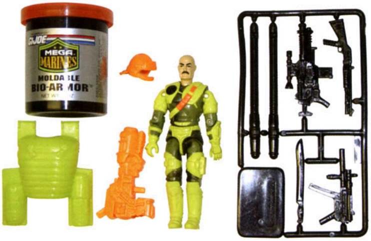
A fairly difficult find MOC, the Cyber-Vipers are one of the more hard-to-find troop builders of the vintage G.I. Joe line's later years (1990-1994).

MOC: **$22-30**, MLC: **$12-14**

(Mega-Marines) Gung-Ho

Mega-Marine Commander (Mega Marines #1)

(Includes: Xeno-Blaster Laser Cannon with Infrared Sights, Two Missiles, Can of Moldable Bio-Armor, Armor, Helmet with Intercom System and Camera, Machete, Shotgun, Rifle, Special Issue Mega-Marine Machine Gun, Figure Stand)



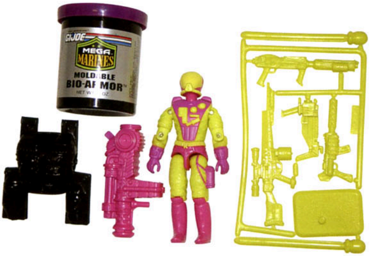
Collectors will notice that Gung-Ho wears the number "1" on his uniform, and his Hasbro assortment number is also #1 (the other Mega-Marines possess a discrepancy between these two numbers). For a fuller biography on this character, see Gung-Ho (1983, 1987, 1992, 1993).

MOC: **$12-18**, MLC: **$6-8**

(Mega-Marines) Mega-Vipers

Mega-Monster Trainers (Mega Marines #3)

(Includes: Arm-Mounted Missile Launching Mega-Blaster, Two Missiles, Can of Moldable Bio-Armor, Body Armor, Three Guns, Rapid-Fire Machine Gun with Built-In Silencer, Figure Stand)



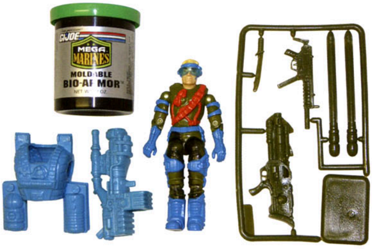
These troops act as trainers for the Mega-Monsters (Bio-Vipers [1993] and Monstro-Vipers [1993]), and their biography is described in full detail on their mass-produced file card.

MOC: **$22-30**, MLC: **$12-14**

(Mega-Marines) Mirage

Bio-Artillery Expert (Mega Marines #4)

(Includes: Shoulder-Mounted Rocket Launching Bio-Bazooka, Two Missiles, Can of Moldable Bio-Armor, Armor, Two Guns, Knife, Figure Stand)



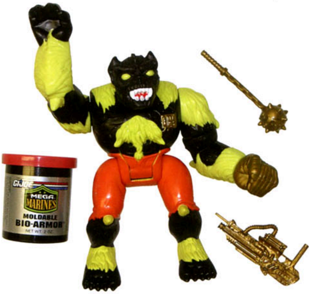
Mirage's character serves as a heavy weapons specialist on the Mega Marines team, and collectors may notice that Mirage's Mega Marines' "number" is #4, and his Hasbro assortment number was four as well.

MOC: **$12-18**, MLC: **$6-8**

(Mega-Marines) Monstro-Vipers

Genetically Enhanced Monster (Mega Marines #8)

(Includes: Rifle, Ball and Chain, Can of Moldable Bio-Armor)



Collectors will note that this Monstro-Viper figure also comes with moldable bio-armor that could be formed into the shape of a stomach-regurgitating "gut bomb" that "flung" from the figure's spring-loaded hand.

MOC: **$12-18**, MLC: **$6-8**

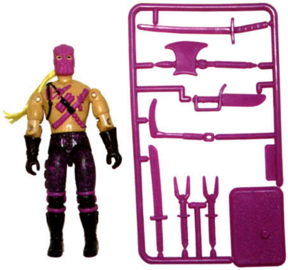
NINJA FORCE

Series XII, 1993, provided children and collectors with a second assortment of G.I. Joe Team members and Cobra agents for the Ninja Force sub-team, described on the action figures' package backs as follows: "These swift and silent commandos are the true elite forces for G.I. Joe and Cobra! Each ninja warrior is fully capable of neutralizing an adversary in milliseconds with his [or her] spring-action martial-arts moves and lethal weapons!"

(NINJA FORCE) BANZAI

Rising Sun Ninja (Ninja Force #5)

(Includes: Spring-Action Suzushi Slam, Axe, Sickle, Knife, Two Swords, Two Dueling Knives, Figure Stand)



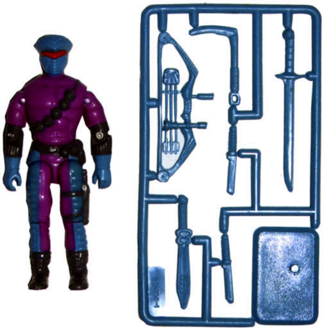
With his "Suzushi Slam," Banzai is one of the world's premiere nunchaku masters, and his action figure comes with a spring-action punching motion.

MOC: **$12-18**, MLC: **$6-8**

(NINJA FORCE) NIGHT CREEPER

Cobra Ninja (Ninja Force #3)

(Includes: Spring-Action Banzai Bash, Two Knives, Sickle, Two Swords, Bow, Figure Stand)



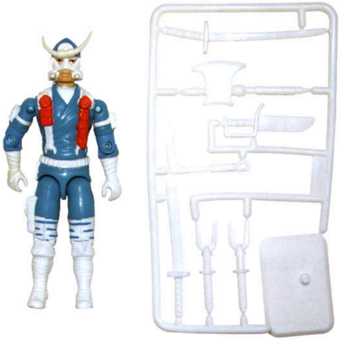
The Night Creeper's spring action "Banzai Bash" is in his arms—they can be raised up to snap back down on opponents. For a fuller biography of this character, see Night Creeper (1990).

MOC: **$12-18**, MLC: **$6-8**

(NINJA FORCE) BUSHIDO

Snow Ninja (Ninja Force #6)

(Includes: Spring-Action Teicho Chop, Axe, Sickle, Knife, Two Swords, Two Dueling Knives, Figure Stand)



With his MOS (Military Occupational Specialty) of Snow Ninja, Bushido's real ninja action is his "Teicho Chop!"

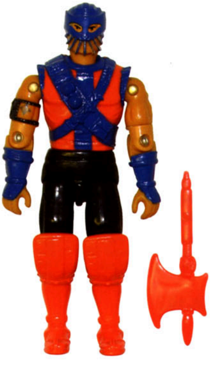
MOC: **$12-18**, MLC: **$6-8**

(NINJA FORCE) RED NINJAS

Battle Ax Operators

(Includes: Razor-Edged Battle Ax)

Included with the Ninja Raider Battle Ax.



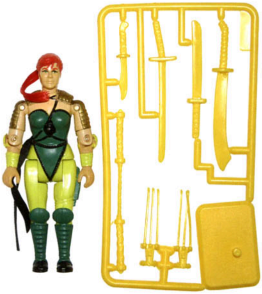
Collectors will note that the toy's spring action was a "roundhouse" punching motion, and is described on the front of the Ninja Raider Battle Ax's box as a "Shogun Slice."

MOC: **N/A**, MLC: **$6-8**

(NINJA FORCE) SCARLETT

Counter Intelligence Specialist (Ninja Force #4)

(Includes: Spring-Action Kato Kick, Nunchuks, Two Claws, Three Swords, Knife, Figure Stand)



With this, the first Scarlett figure with rooted hair, her action figure's spring action is a kicking ability ("Kato Kick!"). For a fuller biography of this character, see Scarlett (1982).

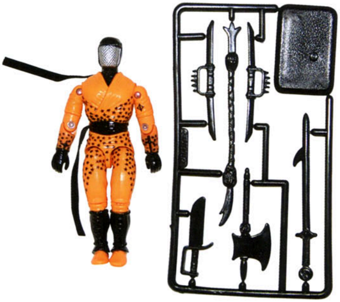
MOC: **$14-20**, MLC: **$6-10**

(NINJA FORCE) SLICE

[ORANGE UNIFORM]

Cobra Ninja Swordsman (Ninja Force #7)

(Includes: Spring-Action Scorpion Slash, Sword, Axe, Two Double-Bladed Knives, Spear, Knife, Figure Stand)



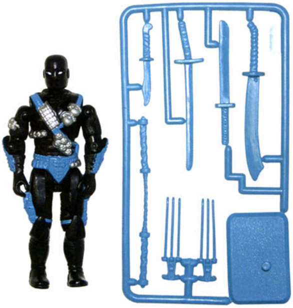
The 1993 edition of this character was essentially a repainted, orange version of Slice (1992), and collectors should regard that previous entry for another brief bio. Slice's spring-action move was a "punching" right arm: the character's "Scorpion Slash."

MOC: **$12-18**, MLC: **$6-8**

(NINJA FORCE) SNAKE EYES

Covert Mission Specialist (Ninja Force #1)

(Includes: Spring-Action Basami Slice, Knife, Two Claws, Three Swords, Nunchuks, Figure Stand)



Ninja Force Snake Eyes' spring action was two chopping arms activated with a squeeze of his legs (a "Basami Slice!"). For a fuller biography of this important character, see Snake Eyes (1982, 1985, 1989, 1991).

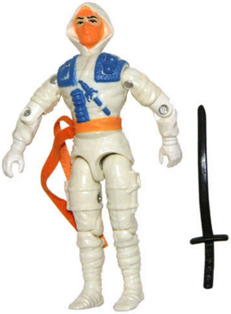
MOC: **$15-22**, MLC: **$6-10**

(NINJA FORCE) T'GIN-ZU

Pile Driver Operator

(Includes: Razor-Sharp Steel Katana Sword)

Included with the Ninja Raider Pile Driver.



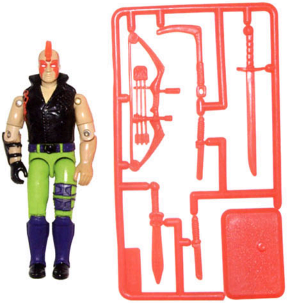
Clad in bright orange and white, T'Gin-Zu (a pun on the brand of "Ginsu" steak knives) was one of Storm Shadow's (1984, 1988, 1992, 1993) prized students, as delineated on his mass-produced file card. T'Gin-Zu's spring action Ninja Force power action is a two-handed "punching" motion (the "Samurai Shave").

MOC: **N/A**, MLC: **$6-8**

(Ninja Force) Zartan

Master of Disguise (Ninja Force #2)

(Includes: Spring-Action Moroto Chop, Two Knives, Sickle, Two Swords, Yumi Bow, Figure Stand)



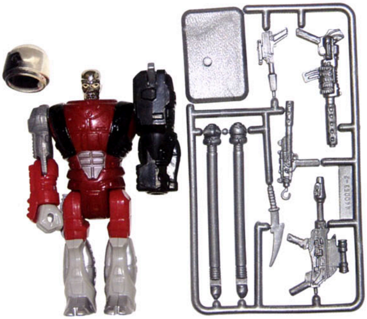
This, the second action figure based on Hasbro's Zartan character, showcased an orange mohawk and takes into account his martial arts prowess, while Zartan's spring "Real Ninja Action!" feature manifested in the form of a punching motion—his "Moroto Chop!" For a fuller biography of this character, see Zartan (1984).

MOC: **$12-18**, MLC: **$6-8**

(Armor Tech Star Brigade) Destro

Cobra Tech Commander (Armor Tech Star Brigade #5)

(Includes: Cobra-Tech Arm Launcher, Two Missiles, Knife, Four Guns, Helmet, Figure Stand)



For a longer biography of this important character, see Destro (1983, 1988, 1992).

MOC: **$12-18**, MLC: **$6-8**

Armor Tech Star Brigade

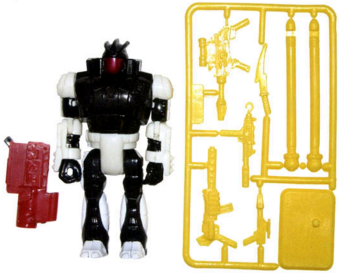
The text on the package-backs of these space-borne troopers reads as follows: "Battle-armored warriors rocket into space! With futuristically styled, built-in Robo-Armor and spring fired missile launchers, these high-tech fighters take the battle action into distant galaxies… and beyond!"

(Armor Tech Star Brigade) Cobra B.A.A.T.

Battle Armored Android Trooper

(Armor Tech Star Brigade #6)

(Includes: Cyber-Tech Launcher, Two Missiles, Four Guns, Knife, Figure Stand)



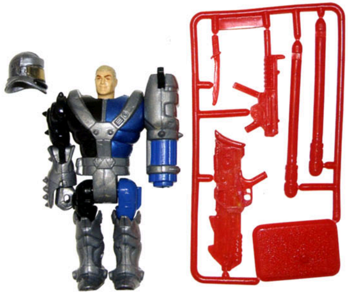
This toy is the "outer-space" version of Cobra Command's B.A.T.s (1986, 1991). For a longer biography on this character, see B.A.T., 1986, 1991.

MOC: **$12-18**, MLC: **$6-8**

(Armor Tech Star Brigade) Duke

Star Brigade Commander (Armor Tech Star Brigade #2)

(Includes: Robo-Arm, Two Missiles, Rifle, Knife, Helmet, Laser Gun, Figure Stand)



As field commander of the Star Brigade Force, Duke uses his robotic battle armor to combat Cobra troopers. For a fuller biography of this character, see Duke (1983, 1988, 1992).

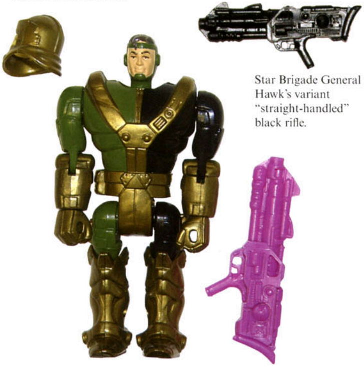
MOC: **$12-18**, MLC: **$6-8**

(ARMOR TECH STAR BRIGADE) GENERAL HAWK

G.I. Joe Armor-Tech Commander

(Includes: Personalized Star Brigade Commander's Helmet, Rifle)

Included with the Armor-Bot.



Star Brigade General Hawk's variant "straight-handled" black rifle.

Armor Tech Star Brigade General Hawk came with either a pink or black rifle—the black-colored variation is much more difficult to find. This rifle (ether pink or black) is markedly different from the Battle Corps and earlier versions of this gun's mold: the handle of the weapon is straight, and *not* curved. For a fuller biography of this important character, see Hawk (1982, 1986, 1991, 1992).

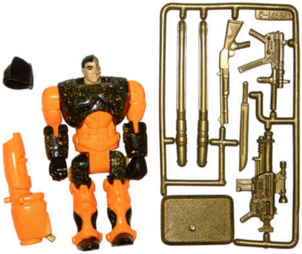
MOC: **N/A**, MLC: (black rifle) **$20-25**, MLC: (pink rifle) **$6-8**

(ARMOR TECH STAR BRIGADE) ROBO-JOE

Jet-Tech Operations Expert

(Armor Tech Star Brigade #1)

(Includes: Synchro-Tech Launcher, Two Missiles, Three Guns, Machete, Helmet, Figure Stand)



Robo-J.O.E. was once a clever scientist who--after a run-in with Destro (1983, 1988, 1992, 1993)--has been turned into a robotic scientific experiment, as recounted on his mass-produced file card.

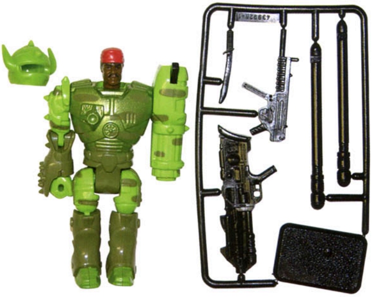
MOC: **$12-18**, MLC: **$6-8**

(ARMOR TECH STAR BRIGADE) HEAVY DUTY

Heavy Ordnance Specialist

(Armor Tech Star Brigade #4)

(Includes: Macro-Missile Gun, Two Missiles, Rifle, Knife, Laser Gun, Helmet, Figure Stand)



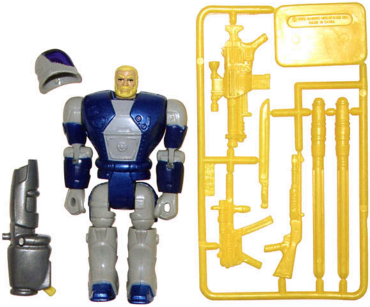
For a fuller biography of this popular character, see Heavy Duty's 1991 entry.

MOC: **$12-18**, MLC: **$6-8**

(ARMOR TECH STAR BRIGADE) ROCK 'N ROLL

Robo-Gunner (Armor Tech Star Brigade #3)

(Includes: Robotizer Cannon, Two Missiles, Three Guns, Machete, Helmet, Figure Stand)



Rock 'N Roll now functions as the Robo-Gunner (changed from 1982's Heavy Machine Gunner) of the Star Brigade Armor Tech team. For a fuller biography of this character, see Rock 'N Roll (1982, 1989, 1991).

MOC: **$12-18**, MLC: **$6-8**

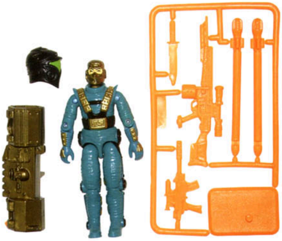
STAR BRIGADE

Star Brigade card backs state the following information: "High-tech astronauts take the battle action into the darkened depths of space to protect the universe from Cobra invaders. With specialized deep-space battle suits and shooting weapons, this cosmic clash is hotter than the sun!"

(STAR BRIGADE) ASTRO-VIPER

Cobranaut (Star Brigade #11)

(Includes: Missile Launching Astro-Smasher Gun, Two Missiles, Cobra Laser Rifle with Infrared Scope, Gun, Knife, Astro Viper Helmet with Face Shield, Figure Stand)



This, the second version of the Cobra Astro-Viper, has a mass-produced file card that describes the character in detail. For a fuller biography of Astro-Vipers, see their entry in 1988.

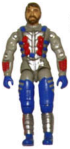
MOC: **$12-18**, MLC: **$6-8**

(STAR BRIGADE) OZONE

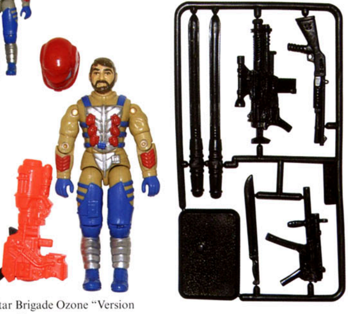
[TAN OR GRAY UNIFORM]

Astro-Infantry Trooper (Star Brigade #10 A & B)

(Includes: Missile Launching Solar Shooter Gun, Two Missiles, Special Issue Star Brigade Short Rifle, Rapid-Fire Laser Rifle with Atmospheric Sight, Gun, Machete, Pressure Resistant Helmet with Face Shield, Figure Stand)



1993 Star Brigade Ozone "Version B": gray uniform.



1993 Star Brigade Ozone "Version A": tan uniform.

Collectors should note that this 1993 version of Ozone was available in two different variations: tan-uniformed Ozone with red, blue, and silver highlights, or gray-uniformed Ozone with red, blue, and silver highlights. Both versions of this 1993 Ozone--whether the character wears a tan or gray uniform--came with accessories that were black in color with an orange missile launcher with a black trigger; neither version is more expensive on the secondary market.

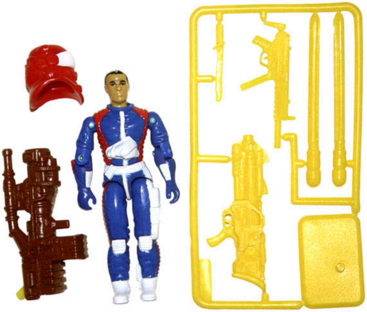
MOC: (version "A" or "B") **$12-18**, MLC: (version "A" or "B") **$6-8**

(STAR BRIGADE) COUNTDOWN

[BLUE UNIFORM]

Combat Astronaut (Star Brigade #8)

(Includes: Missile Launching Fazer Gun, Two Missiles, SL-66 Blaster Gun, Gun, Star Brigade Battle Knife, Pressure Regulated Space Helmet with Sun-Ray Face Shield, Figure Stand)



Collectors will note that this 1993, Series XII version of Countdown is colored in a bright blue uniform with red helmet and white highlights, and his accessories are molded in yellow plastic with a black missile launcher; as opposed to 1994, Series XIII's light gray uniform with light green helmet, light green and blue highlights, black accessories, and a light blue missile launcher. For a fuller biography of this character, see Countdown (1989).

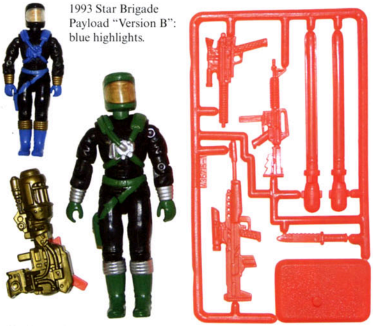
MOC: **$12-18**, MLC: **$6-8**

(STAR BRIGADE) PAYLOAD

[BLACK UNIFORM, GREEN OR BLUE HIGHLIGHTS]

Astro-Pilot (Star Brigade #7 A & B)

(Includes: Missile Firing Quasar Gun, Two Missiles, Standard Issue Short Laser Rifle, Two Guns, Star Brigade Battle Knife, Figure Stand)



1993 Star Brigade Payload "Version B": blue highlights.

1993 Star Brigade Payload "Version A": green highlights.

This Series XII, 1993 version of Star Brigade Payload was released in two different versions: a black uniform with green highlights (early 1993 issue; "Version A"), and a black uniform with blue highlights (late 1993 issue; "Version B"). Collectors should note that the weapons included with both of these two variations are molded in red-orange plastic, and the missile launcher included with this figure is gold with a red-orange trigger. Neither color scheme is rare or more valuable than the other on the secondary market.

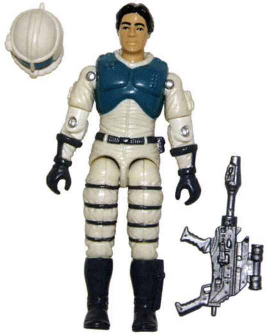
MOC: (version "A" or "B") **$12-18**, MLC: (version "A" or "B") **$6-8**

(STAR BRIGADE) SCI-FI

Starfighter Pilot

(Includes: Standard Issue Starfighter Commander's Helmet, Rifle)

Included with the Starfighter.



Sci-Fi has now joined the ranks of the Star Brigade Team as their favored space pilot, and his file card has been redesigned for this purpose. For a larger biography, see Sci-Fi's entries in 1986 and 1991.

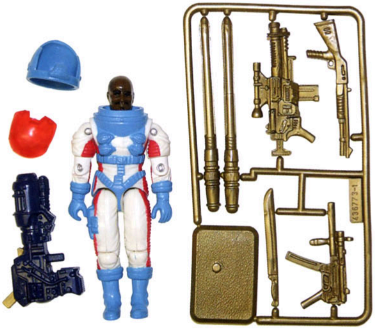
MOC: **N/A**,
MLC: **$6-8**

(STAR BRIGADE) ROADBLOCK

[WHITE UNIFORM]

Space Gunner (Star Brigade #9)

(Includes: Missile Launching Star Blaster, Two Missiles, Rapid-Fire Laser Short Rifle, M-90 Continuous Fire Machine Gun with Infrared Scope, Gun, Machete, Specialized Helmet with Sun-Ray Face Shield)



Collectors will note that this version of Roadblock is colored in a white uniform with light-blue and red highlights (as opposed to 1994's orange uniform with black highlights). For a fuller biography on this character, see Roadblock (1984, 1987, 1992).

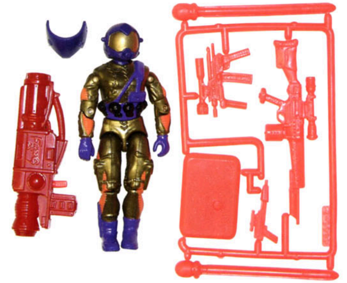
MOC: **$12-18**, MLC: **$6-8**

(STAR BRIGADE) T.A.R.G.A.T.

Trans Atmospheric Rapid Global Assault Trooper

(Star Brigade #12)

(Includes: Missile Launching Lunar Gun, Two Missiles, Short-Burst LL9-Laser Pistol, Standard Issue Cobra Rifle with Infrared Scope, Gun, Face Shield, Figure Stand)



For a fuller biography of this character, see T.A.R.G.A.T. (1989).

MOC: **$12-18**, MLC: **$6-8**

SERIES XII, 1993 MAIL-AWAY EXCLUSIVES

ARCTIC COMMANDOS

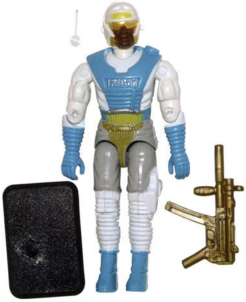
This Hasbro Direct mail-away action figure four-pack was offered through 1993's "Terrifying Lasers of Destruction" insert for $15.95 plus three Flag Point proof-of-purchase seals, and the four Arctic Commandos shared one file card.

MISBaggie: (full set of four figures) **$35-45**, MLC: (full set of four figures) **$15-25**

DEE-JAY

(Includes: Rifle, Antenna, Battle Stand)

Mail-Away Exclusive



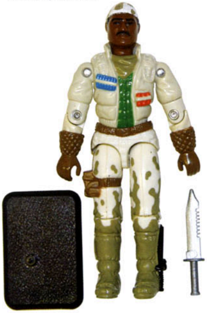
For a fuller bio of this character, see Dee-Jay (1989).

MOC: **N/A**, MLC: **$6**

STALKER

(Includes: Knife, Battle Stand)

Mail-Away Exclusive



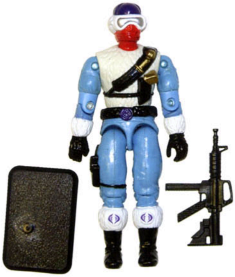
For a fuller bio of this character, see Stalker (1982, 1989).

MOC: **N/A**, MLC: **$6**

SNOW SERPENT

(Includes: Rifle, Battle Stand)

Mail-Away Exclusive



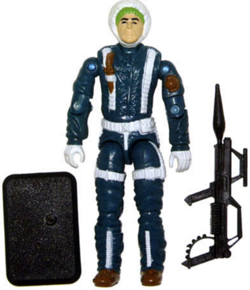
For a fuller bio of this character, see Snow Serpent (1985, 1991).

MOC: **N/A**, MLC: **$6**

SUB-ZERO

(Includes: Rifle, Battle Stand)

Mail-Away Exclusive



For a fuller bio of this character, see Sub-Zero (1990).

MOC: **N/A**, MLC: **$6**

BATTLE COPTER PILOTS

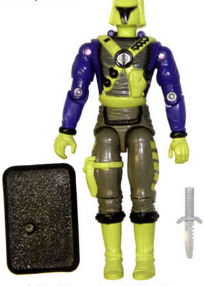
This Hasbro Direct mail-away action figure two-pack (for $7.25 plus two Flag Points) was offered through 1993's "Terrifying Lasers of Destruction" insert, and the two Battle Copter Pilots shared one mass-produced file card.

MISBaggie: **$25-30**, MLC: (set of two figures with accessories) **$10-12**

INTERROGATOR

(Includes: Knife, Battle Stand)

Mail-Away Exclusive



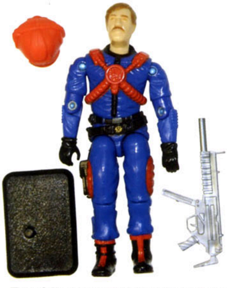
For a fuller biography of this character, see Interrogator (1991).

MOC: **N/A**, MLC: **$6**

MAJOR ALTITUDE

(Includes: Rifle, Helmet, Battle Stand)

Mail-Away Exclusive



For a fuller biography of this character, see Major Altitude (1991).

MOC: **N/A**, MLC: **$6**

International Action Force

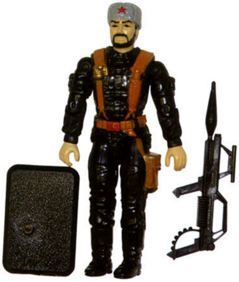
This Hasbro Direct mail-away was offered through 1993's "Menace in the Wilderness" insert for $15.95 plus three Flag Points, and the four International Action Force team members shared one mass-produced file card. These four International Action Force figures were offered together, individually "baggied" with their accessories--then all placed within a larger plastic bag, as a four-pack.

MISBaggie: **$35-45**, MLC: (full set of four figures with accessories) **$15-25**

Big Bear

(Includes: Rifle, Battle Stand)

Mail-Away Exclusive



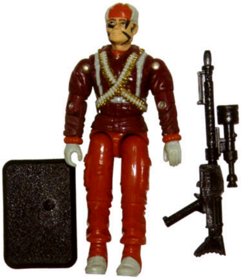
For a fuller biography of this character, see Big Bear (1992).

MOC: **N/A**, MLC: **$6**

Big Ben

(Includes: Rifle, Battle Stand)

Mail-Away Exclusive



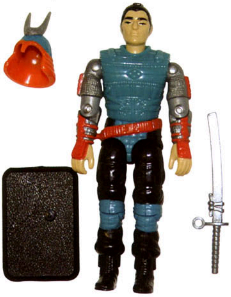
For a fuller biography of this character, see Big Ben (1991).

MOC: **N/A**, MLC: **$6**

Budo

(Includes: Helmet, Sword, Battle Stand)

Mail-Away Exclusive



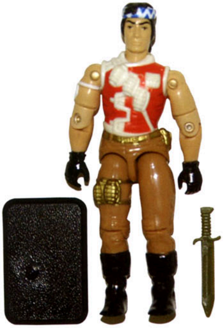
For a fuller biography of this character, see Budo (1988).

MOC: **N/A**, MLC: **$6**

Spirit

(Includes: Knife, Battle Stand)

Mail-Away Exclusive



For a fuller biography of this character, see Spirit (1983, 1989, 1992).

MOC: **N/A**, MLC: **$6**

Rapid Deployment Force

This Hasbro Direct mail-away was offered through 1993's "Terrifying Lasers of Destruction" insert for $14.95 plus three Flag Points, and the three Rapid Deployment Force team members shared one mass-produced file card that reads: "The R.D.F. commandos are issued a communiqué to stop Cobra's latest nuclear threat, and only this team of three soldiers can stop them!" These three Rapid Deployment Force figures were offered together MISBaggie as a three-pack, along with three guns (Tracker's [1991] rifle cast in gold; Low-Light's [1986] sniper's rifle minus its bipod; and Hit & Run's [1988] rifle), six (6) standard black figure stands, and a Pocket Patrol Pack (1983) cast in black with a Rapid Deployment Force decal.

Fast Draw

Mail-Away Exclusive

For a fuller biography of this character, see Fast Draw (1987).

MOC: **N/A**, MLC: **$4-6**

Shockwave

Mail-Away Exclusive

For a fuller biography of this character, see Shockwave (1988, 1989, 1992).

MOC: **N/A**, MLC: **$6-8**

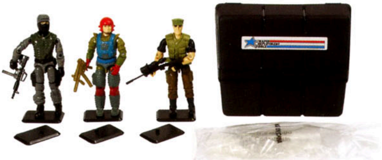
Repeater

Mail-Away Exclusive

For a fuller biography of this character, see Repeater (1988, 1989).

MOC: **N/A**, MLC: **$6-8**

Mint in Mailer Baggie: **$35-45**, MLC: (set of three figures, weapons, and pack) **$22-28**



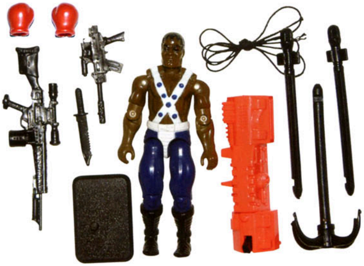
CAPCOM STREET FIGHTER II

The text on the back of the action figures' packages reads as follows: "The Capcom Street Fighter II World Warrior's tournament is underway! The best of the best and meanest of the mean battle in the greatest martial arts conflict ever! The title of World's Toughest Fighter is at stake—collect them all and let the battle begin!"

BALROG

Heavyweight Boxer (Street Fighter II)

(Includes: Knockout Launcher, Two Missiles, Two Boxing Gloves, Two Rifles, Knife, Grappling Hook, String, Figure Stand)

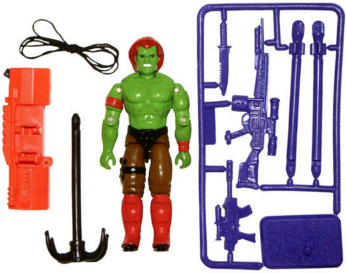


MOC: **$12-18**, MLC: **$6-8**

BLANKA [GREEN SKIN]

Jungle Fighter (Street Fighter II)

(Includes: Beast Blaster, Two Missiles, Grappling Hook, Two Guns, Knife, String, Figure Stand)

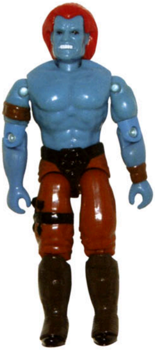


MOC: **$12-18**, MLC: **$6-8**

BLANKA [BLUE SKIN]

(Championship Edition)

Included with the Beast Blaster (along with Championship Edition Chun Li).

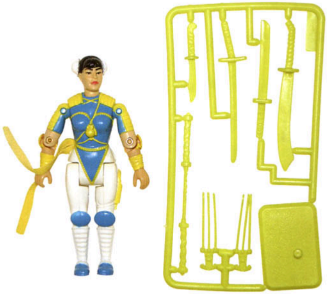


MOC: **N/A**, MLC: **$6**

CHUN LI [BLUE UNIFORM]

Kung Fu Fighter (Street Fighter II #4)

(Includes: Spring Action Whirlwind Kick, Nunchuks, Three Swords, Two Claws, Knife, Figure Stand)

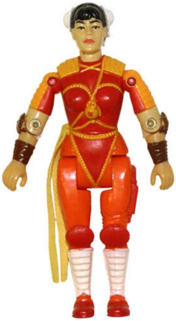


MOC: **$12-18**, MLC: **$6-8**

CHUN LI [RED UNIFORM]

(Championship Edition)

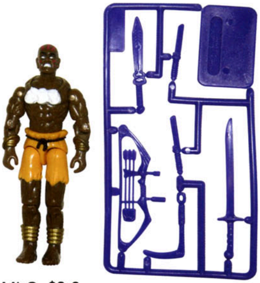
Included with the Beast Blaster (along with Championship Edition Blanka).



MOC: **N/A**, MLC: **$6**

Dhalsim

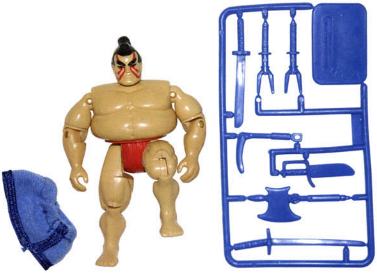
Yoga Fighter (Street Fighter II #8)
(Includes: Spring Action Fire Fist, Two Knives, Sickle, Two Swords, Bow, Figure Stand)



MOC: **$12-18**, MLC: **$6-8**

Edmond Honda

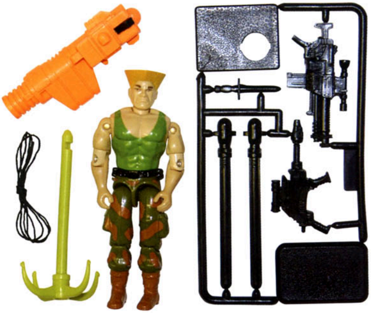
Sumo Wrestler (Street Fighter II #7)
(Includes: Spring Action Hundred Hand Slap, Sickle, Axe, Two Swords, Two Dueling Knives, Broad Knife, Figure Stand)



MOC: **$12-18**, MLC: **$6-8**

Guile [green shirt]

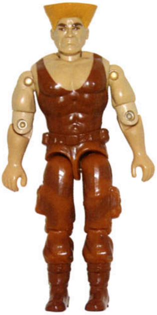
Special Forces Fighter (Street Fighter II #3)
(Includes: Sonic Boom Bazooka, Two Missiles, Grappling Hook, String, Shield, Two Guns, Knife, Figure Stand)



MOC: **$12-18**, MLC: **$6-8**

Guile [brown uniform]

(Championship Edition)
Included with the Sonic Boom Tank.

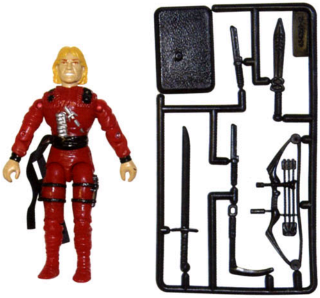


MOC: **N/A**, MLC: **$6**

Ken Masters [red uniform]

Shotokan Karate Fighter (Street Fighter #2)
(Includes: Spring Action Double Fireball Fists, Two Knives, Two Swords, Bow, Sickle, Figure Stand)

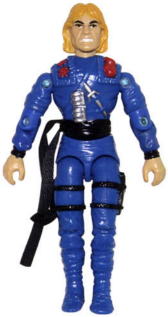
MOC: **$12-18**, MLC: **$6-8**



KEN MASTERS [PURPLE/BLUE UNIFORM]

(Championship Edition)

Included with the Dragon Fortress (along with Championship Edition Ryu).

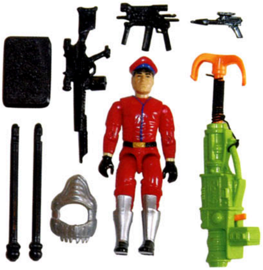


MOC: **N/A**, MLC: **$6**

M. BISON [RED UNIFORM]

Grand Master (Street Fighter #6)

(Includes: Flaming Torpedo Launcher, Shoulder Pads, Two Missiles, Grappling Hook, String, Three Guns, Figure Stand)



MOC: **$12-18**,
MLC: **$6-8**

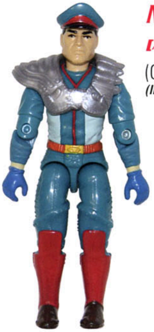
M. BISON

[AQUA-BLUE UNIFORM]

(Championship Edition)

(Includes: Shoulder Pads)

Included with the Crimson Cruiser.



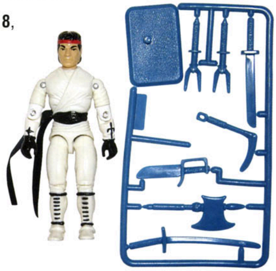
MOC: **N/A**, MLC: **$6**

RYU [WHITE UNIFORM]

Shotokan Karate Fighter (Street Fighter #1)

(Includes: Spring Action Dragon Punch, Two Swords, Sickle, Axe, Knife, Two Dueling Knives, Figure Stand)

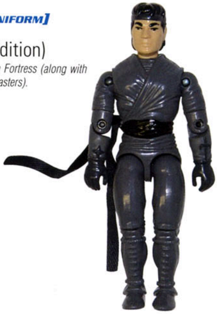
MOC: **$12-18**,
MLC: **$6-8**



RYU [GRAY UNIFORM]

(Championship Edition)

Included with the Dragon Fortress (along with Championship Edition Ken Masters).

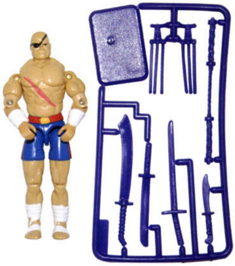


MOC: **N/A**,
MLC: **$6**

SAGAT

Thai Fighter (Street Fighter #12)

(Includes: Spring Action Thai Chop, Three Swords, Knife, Nunchuks, Two Claws, Figure Stand)

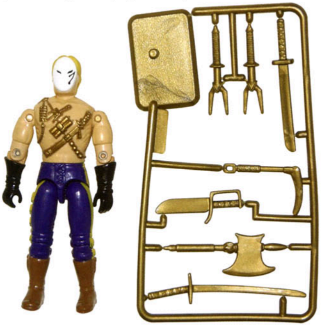


MOC: **$12-18**,
MLC: **$6-8**

VEGA

Spanish Ninja (Street Fighter II #10)

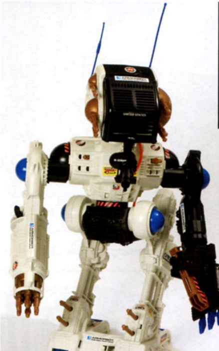
(Includes: Spring Action Matador Mash, Two Swords, Sickle, Axe, Knife, Two Dueling Knives, Figure Stand)

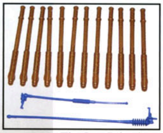


MOC: **$12-18**, MLC: **$6-8**

(STAR BRIGADE) ARMOR-BOT

(Includes: Hawk figure)





The Star Brigade Armor-Bot's easily lost pieces.

The Star Brigade Armor-Bot, with five electronic voice commands, has the following accoutrements: three (3) pivoting head-mounted rocket guns, a chin-mounted pivoting laser rifle, an opening computer cockpit with hatch that holds two (2) G.I. Joe figures, two (2) blue communications antennas (one longer than the other), a rotating six-shot arm cannon (missile launcher) on its right arm, twelve (12) blue rockets, reserve rocket storage on the Armor-Bot's chest (for eight [8] of the twelve rockets) and legs (for four [4] of the twelve rockets), armor plated wheel treads, a torso handle, laser-proof armor-plated body shielding, and a battle-grip cyber claw (with claw control firing) on its left arm, to aid the G.I. Joe team on lunar or space landing missions.

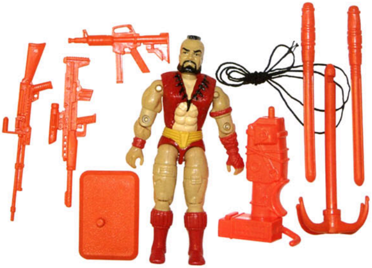
The Armor-Bot's easily lost pieces include its twelve (12) missiles and two (2) head-mounted antennas.

MISB: **$50-75**, MIB **$25-30**, MLC: **$12-18**

ZANGIEF

Russian Bear Wrestler (Street Fighter II #9)

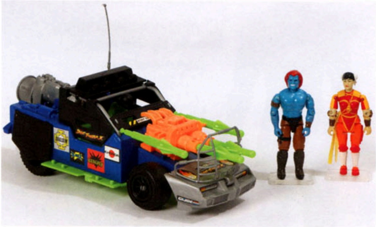
(Includes: Spring Action Pile Driver, Two Missiles, Grappling Hook, String, Three Guns, Figure Stand)



MOC: **$12-18**, MLC: **$6-8**

(STREET FIGHTER II) BEAST BLASTER

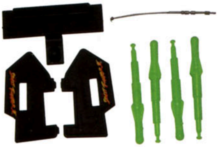
(Includes: Championship Edition Blanka and Chun Li figures)



The designs of the Street Fighter II Beast Blaster were based on the Dreadnok Thunder Machine (1986), and it comes with similar accessories and accoutrements--add-ons that have been modified on the former's instruction sheet: an armor-plated combat windshield, an F-16 turbo-thrust jet powered engine, 4-wheel drive all-terrain tires, a roll bar command canopy with three (3) flip top armored panels, a cellular communications antenna, an armor plated combat windshield, two (2) black rear armored panels, a silver front cage, a silver side mirror, a hood-mounted double-barreled "Street Sweep" firing rocket launcher that shoots four (4) SF-2 surface-to-surface missiles which help Championship Edition Blanka and Championship Edition Chun-Li to.

The Beast Blaster's easily lost pieces include its four (4) missiles, antenna, two (2) doors, and the roof panel.

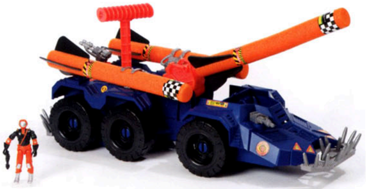
MISB: **$55-75**, MIB: **$24-28**, MLC: **$14-18**



The Beast Blaster's easily lost pieces.

COBRA DETONATOR

(Includes Nitro-Viper figure)

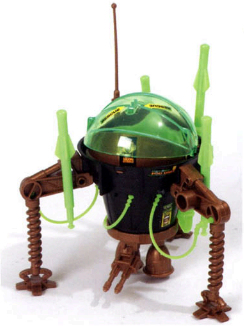


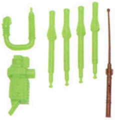
With the Detonator in their arsenal, the forces of Cobra Command utilize this vehicle's many accoutrements: a rotating gunner's targeting seat ("gun mount assembly") that turns with smaller double-barreled AAK (Anti-Aircraft) gun, air-powered rocket-blaster launching gantry (with hidden bellows and black bellows tube), three (3) long-range impact exploding ICBM [***I***nter***c***ontinental ***B***allistic ***M***issile] rockets, two (2) rocket holders, a middle battle platform that seats two (2) Cobra figures, a front command cockpit that holds three (3) Cobra figures, a side-mounted double barreled 50mm "Dragon-Fire" gun, and six (6) all-terrain puncture-proof monster tires.

The Cobra Detonator's easily lost pieces are its three (3) foam ICBM missiles (collectors should note that the labels on these three missiles are prone to fall off over time).

MISB: **$50-65**, MIB: **$20-25,** MLC: **$10-15**

(STAR BRIGADE) COBRA INVADER





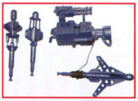
The Cobra Invader's easily lost pieces.

Collectors should take note of the four (4) thin green cords ("liquid cooled propulsion tubing") in the vehicle's main picture, for one cord is attached to each leg (with a bonus cord), not unlike the gray cords on the legs of the Pogo (1987). The Star Brigade Cobra Invader has the following specifications/accoutrements according to its blueprints/instructions: cosmic communications transmitting antenna, positionable laser-fire machine gun, three (3) lunar landing legs with shock dispersal design, clamshell command canopy (that houses a combat command internal battle station), an air-to-ground missile launcher, intergalactic body armor plating, and four (4) air-to-ground missiles.

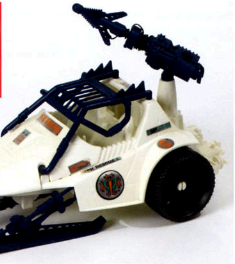
The Cobra Invader's easily lost pieces include four (4) missiles, missile launcher, gold antenna, one hard-plastic coolant hose, and four (4) flexible thin cords.

MISB: **$25-30**, MIB: **$8-10,** MLC: **$6**

COBRA ICE SNAKE



The Cobra Ice Snake's easily lost pieces.



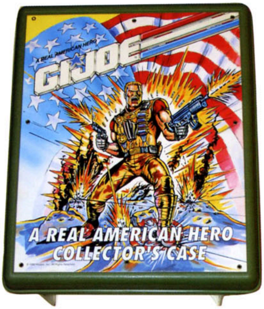
Cobra's Ice Snake is a high-speed arctic attack vehicle with a spring-action 360° rotating arctic-assault missile launcher, a roll-cage arctic canopy that holds two (2) Cobra figure--with a jaw-snapping flip top that disarms G.I. Joe troopers, a low-profile front storage for two (2) of the three (3) included missiles, a rear platform that holds two (2) extra Cobra vipers, and tundra traction heavy duty treads mounted on its rear with two (2) "Ice Slice" all weather suspension skis.

The Ice Snake's easily lost pieces include three (3) missiles, string, missile launcher, and black rubber band (not pictured, as it was attached to the interior of the vehicle).

MISB: **$25-35**, MIB: **$10-12**, MLC: **$6-8**

COLLECTOR'S KIT

Mail-Away Exclusive



Front of the Collector's Case

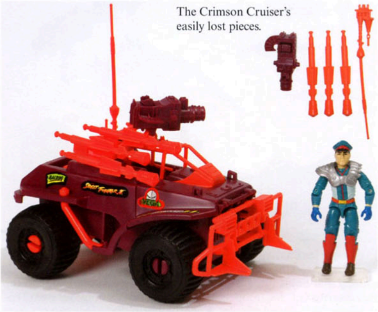
In 1993, Hasbro Direct sold the "G.I. Joe Collector's Kit" for $19.95 plus four flag points through both their "Menace in the Wilderness," and "Terrifying Lasers of Destruction" toy inserts.

The "Collector's Kit" that was packaged inside of the green Collector's Case (a piece that originally retailed separately in 1992) came with a "mystery figure with file card" (mainly Hooded Cobra Commander or another overstocked MISBaggie figure), two plastic "trees" of black weapons from 1993, a "Collector's Book" and a pack of Impel's G.I. Joe trading cards (1991). The collector's case itself has two cardboard dividers that slide in and divide the box into thirds.

MIB: **$25-30**, MLC: **$10-12**

(STREET FIGHTER II) CRIMSON CRUISER

(Includes: Championship Edition M. Bison figure)


The Crimson Cruiser's easily lost pieces.

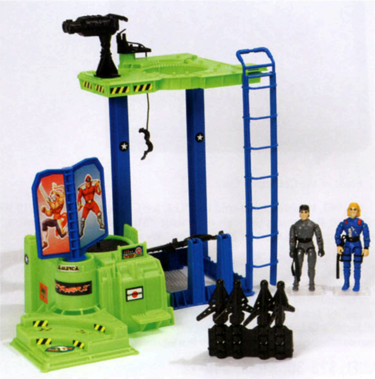
M. Bison's Crimson Cruiser—a "high speed attack vehicle"—hails from G.I. Joe's Street Fighter II sub-team, and as such, is a vehicle re-molded from another formerly-produced toy: the G.I. Joe Badger (Series X, 1991). Regardless of the vehicle's origins, the Crimson Cruiser was an ATV (All Terrain Vehicle) that possessed a number of action features: a spring-action "Bison Blaster" missile launcher with three (3) "Bison Blaster" concussion missiles, all terrain four wheel drive monster tires, a durable heavy duty opening roll cage, an advanced signal transmitting street surveillance antenna, and a "cement crusher" spiked bumper.

The Cruiser's easily lost pieces include its three (3) missiles, antenna, and missile launcher.

MISB: **$35-45**, MIB: **$12-14,** MLC: **$6**

(STREET FIGHTER II) DRAGON FORTRESS

(Includes: Championship Edition Ken Masters and Ryu figures)

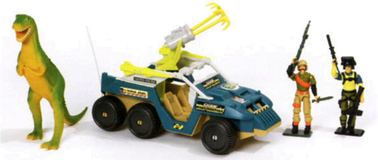


DINO-HUNTER MISSION PLAYSET

(Dino-Hunter Jeep and Dinosaur)

(Includes: Low-Light and Ambush figures)

Toys 'R Us Exclusive



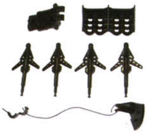
The Toys 'R Us exclusive deluxe Dino-Hunters Mission Playset is a strange figure/vehicle set, as it comes with two re-decoed action figures (Ambush [1990] and Low-Light [1986, 1991]), a re-colored jeep (the Desert Fox 6WD [1988]), and a medium-sized plastic dinosaur .

With a hard-plastic Tyrannosaurus Rex dinosaur, steering wheel, two (2) Dino-Hunters action figures, and a 4WD vehicle with the following accoutrements--two (2) mobile based sonic missiles, dinosaur-proof armor plating, a communications antenna, six (6) all-terrain steel reinforced tires, room for four (4) G.I. Joe Team members, and two (2) X8-66 "Quick Capture" grappling hooks fired from a double-barreled grappling hook launcher (roof-mounted missile launcher)--this playset was packed with value for kids and collectors alike. It should be noted that the double-barreled grappling hook launcher that's mounted on the jeep's yellow gun mount is modeled directly from the mold of the Flak-Viper backpack (1992, 1993).

The Dino Hunter Mission Playset's easily lost pieces include the plastic Tyrannosaurus Rex dinosaur, two (2) grappling hooks, two (2) mobile-based sonic missiles, antenna, missile launcher gun mount, missile launcher.

MISB: **$195-250+**, MIB: **$65-80**, MLC: **$40-50**

The Dino Hunter Mission Playset's easily lost pieces.


The Dragon Fortress' easily lost pieces.

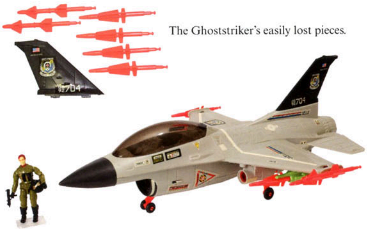
Based on the design of 1992's Cobra Toxo-Lab playset, the Street Fighter II Dragon Fortress was utilized as a training facility for the members of G.I. Joe's Street Fighter II sub-team. The Dragon Fortress training center possessed many interesting action features, among these: a bungee jump platform (with 1] a bungee jump base, 2] a leg clasp, and 3] a rubber band that collectors were advised to cut in half), a working trampoline launcher (with 1] a black trampoline, 2] a rubber band, and 3] a trampoline clip post bar), upper access platform ladder, double barreled missile launcher with black launcher base and launcher connector, four (4) anti-personnel missile hooks, removable missile rack (missile hook storage chamber), primary level global combat computer, an upper battle level, and a sparring base with a rotating/spinning sparring target.

The Dragon Fortress' easily lost pieces include four (4) missile hooks, missile launcher, bungee jump (3 pieces: leg attachment, black rubber band, roof attachment), and a loose missile rack.

MISB: **$70-95**, MIB: **$30-35,** MLC: **$15-20**

GHOSTSTRIKER X-16

(Includes: Ace figure)



The Ghoststriker's easily lost pieces.

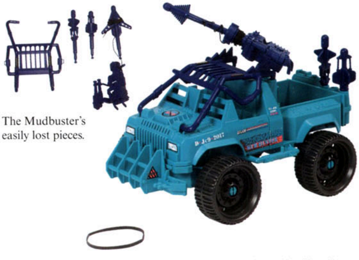
With the power of four (4) "AA" batteries, the G.I. Joe Team's Ghoststriker X-16 is the latest in flight technology, for its many special modifications are delineated as follows: two (2) anti-aircraft X-16 "Sidewinder" missiles, four (4) high-tech rapid-fire "Phoenix" missiles, two (2) wing-mounted anti-aircraft missile launchers, retractable landing gear with self-stabilizing wheels, a high speed armor reinforced Mach 10 (!?!) propulsion turbo-thruster, a cockpit that seats two (2) G.I. Joe figures, two (2) laser guided missile targeting blast lights, and for kids and collectors--an image projection unit/jet intake (and targeting sight), a built-in sound system, and a hidden trigger that can be retracted from the inside of the aircraft for added play value, as described below.

With this toy, a collector can project an illuminated image of an enemy jet on a wall in a darkened room, actually fire a missile via a spring-loaded launcher at an imaginary "bad guy," and electronically neutralize him.

The Ghoststriker's easily lost pieces include six (6) missiles (two [2] Sidewinder; four [4] Phoenix), a top black wing, and the jet's "projection disc" located right behind the nosecone underneath the jet (not pictured as it can sometimes break while being removed).

MISB: **$85-130**, MIB: **$35-40,** MLC: **$20-22**

MUDBUSTER



The Mudbuster's easily lost pieces.

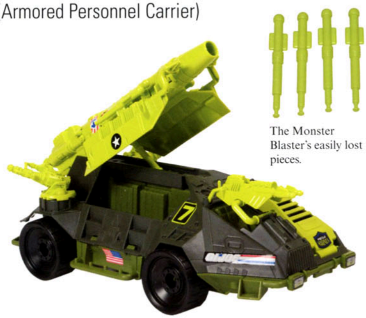
The Mudbuster--is G.I. Joe's all terrain 4x4 battle truck with a forward shooting "Smash 'n Bash" action-feature bumper (with its trigger located inside the truck bed), a 360° rotating missile/projectile launcher with string, an open truck bed, a weapons storage rack for (its three [3]) missiles, opening roll bar/canopy, command cockpit that transports two (2) G.I. Joe Team members, running boards that hold two (2) additional figures, and all-terrain puncture proof monster tires.

The Mudbuster's easily lost pieces include the top-mounted missile launcher (with attached string), three (3) missiles, and black rubber band.

MISB: **$25-30**, MIB: **$10-12,** MLC: **$6**

(MEGA-MARINES) MONSTER BLASTER A.P.C.

(Armored Personnel Carrier)



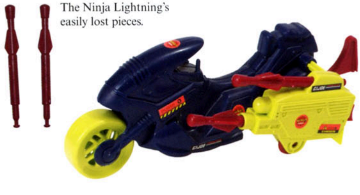
The Monster Blaster's easily lost pieces.

The Mega-Marine's Monster Blaster A.P.C. featured a front-mounted gunner's seat with targeting laser gun, a driver's seat with flip-top armor canopy, bolt-action "Lock 'N Load" missile firing cannon with auto-life canopy system, four (4) monster-annihilating heat-seeking M-44 missiles, puncture proof "monster crushing" tires, two (2) pivoting laser concussion guns, and room on its side-mounted running boards, its rear Mega-Marine platform with dual operation control, and its transport bay to hold *twenty* (20) G.I. Joe Team members.

The Monster Blaster's easily lost pieces are the four (4) missiles.

MISB: **$55-70**, MIB: **$20-22,** MLC: **$10-12**

(NINJA FORCE) NINJA LIGHTNING



The Ninja Lightning's easily lost pieces.

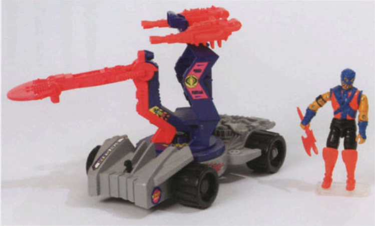
With its easily repeatable rip-cord pull action that activates the vehicle's "motorized" lightning engine with steel-cased noise suppressor, a detachable spring-fire missile launcher (with silencer) mounted on its sidecar, and two (2) surface-to-surface stealth missiles, a shatter-proof air slicing plasto-glass windscreen, self-adjusting front-fork shock suspension, and a drag resistant bottom foil for silent-ninja approach mode, the G.I. Joe Ninja Force's Ninja Lightning motorcycle was the preferred mode of transportation for Snake Eyes, Storm Shadow, and the team.

The Ninja Lightning's easily lost pieces are its two (2) missiles.

MISB: **$25-30**, MIB: **$8-10,** MLC: **$4**

(NINJA FORCE) NINJA RAIDER BATTLE AX

(Rapid Assault Tornado Attack Vehicle)
(Includes: Red Ninja figure)



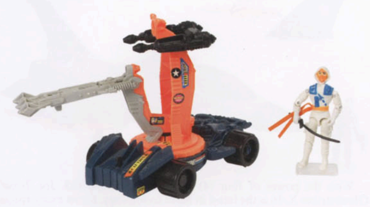
The (Ninja Force) Ninja Raider Battle Ax possesses the following action features: a spring-loaded spinning "Cyclone Slash" blade mechanism (to afford the toy "Real Ninja Action!"), top-mounted rapid-fire double machine guns, hyper-drive motion thrusters with external tubing, missile repelling body armor plating, a pivoting Cobra Command operations cockpit, and all-terrain tires with blade-resistant slash-proof tires.

The Battle Ax's lone easily lost piece is its top-mounted machine guns.

MISB: **$35-40**, MIB: **$14-18**, MLC: **$8**

(NINJA FORCE) NINJA RAIDER PILE DRIVER

(Rapid Assault Tornado Attack Vehicle)
(Includes: T'Gin-Zu figure)



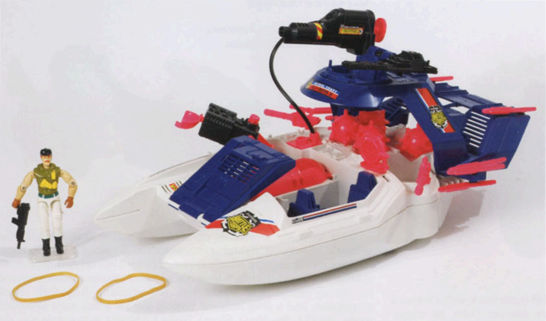
G.I. Joe's (Ninja Force) Ninja Raider Pile Driver, with its spinning "Ninja Knockout" hammer mechanism and top-mounted, rapid fire missile grenade guns, bazooka-proof body armor plating, pivoting command operations cockpit, and super-charged drive thrusters with external tubing, protects its driver from Cobra's front-line fighters of their own: Ninja Force.

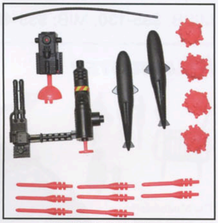
The Pile Driver's missile grenade gun is its only easily lost piece.

MISB: **$35-40**, MIB: **$14-18,** MLC: **$8**

SHARK 9000

(Water Blasting Cobra Interceptor Attack Boat)
(Includes: Cutter figure)





The SHARK 9000's easily lost pieces.

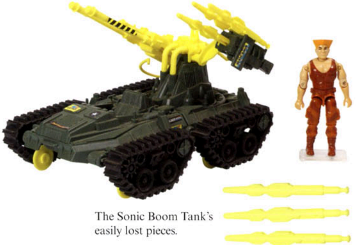
This craft is a complicated vehicle to construct, with many pieces and easily lost parts, and its various action features are delineated as follows: a flip-top flying bridge with gunner's seat, a spring-fire "Aqua-Attack" missile launcher, a flip down front boarding ramp, a "Shark-Pedo" storage bay, a water shooting cannon with direct-feed ammo tube, two (2) side-mounted H2O-X1 machine guns, a four (4) person control cockpit, a working two position direct-drive propeller shaft with assembly (wind-up powered speed prop [propeller shaft, large rubber band, red propeller]) and a sure-grip deck support that holds four (4) additional G.I. Joe figures.

The SHARK 9000's easily lost pieces include the water cannon, missile launcher, two (2) "Shark-pedoes," four (4) mines, thick hose, and eight (8) small thin red missiles.

MISB: **$55-75**, MIB: **$20-25**, MLC: **$12-15**

(STREET FIGHTER II) SONIC BOOM TANK

(Includes: Championship Edition Guile)



The Sonic Boom Tank's easily lost pieces.

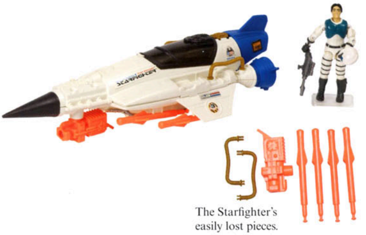
The designs of Championship Edition Guile's Sonic Boom Tank were directly based on the Cobra Paralyzer (1991). With three (3) high-impact sonic boom missiles that are launched by a spring-action "Sonic Boom" missile launcher, an armor-plated opening battle canopy that houses a command cockpit with "street seat" and battle instruments, and a double-barreled recoiling "Boom Boom" gun mounted on a pinpoint accurate 360° rotating gun turret, Championship Edition Guile can attack any opposition with great force.

The Sonic Boom Tank's easily lost pieces include the three (3) high-impact missiles.

MISB: **$35-40**, MIB: **$12-15,** MLC: **$6**

(STAR BRIGADE) STARFIGHTER

(Includes: Sci-Fi figure)



The Starfighter's easily lost pieces.

The G.I. Joe team's Star Brigade Starfighter is based directly on the designs of Cobra Command's Stellar Stiletto (1988). Regardless of the toy's origins, the G.I. Joe Starfighter has a few interesting action features that add to this aircraft's utilization to the Star Brigade's outer space arsenal: a pivoting tail fin/landing gear, a rocket launching laser cannon, two (2) fuel support/coolant hoses, an opening fighter pilot canopy with navigational control systems computer, a rocket launching laser cannon that fires four (4) Starblaster laser rockets, and two (2) liquid-cooled rocket engines.

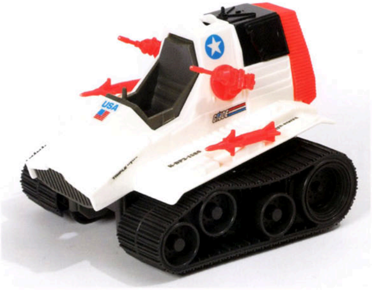
The Starfighter's easily lost pieces include two (2) coolant hoses, four (4) laser rockets, and a rocket launcher.

MISB: **$40-45**, MIB: **$12-16,** MLC: **$8-10**

TRIPLE "T"

(Tag Team Terminator)

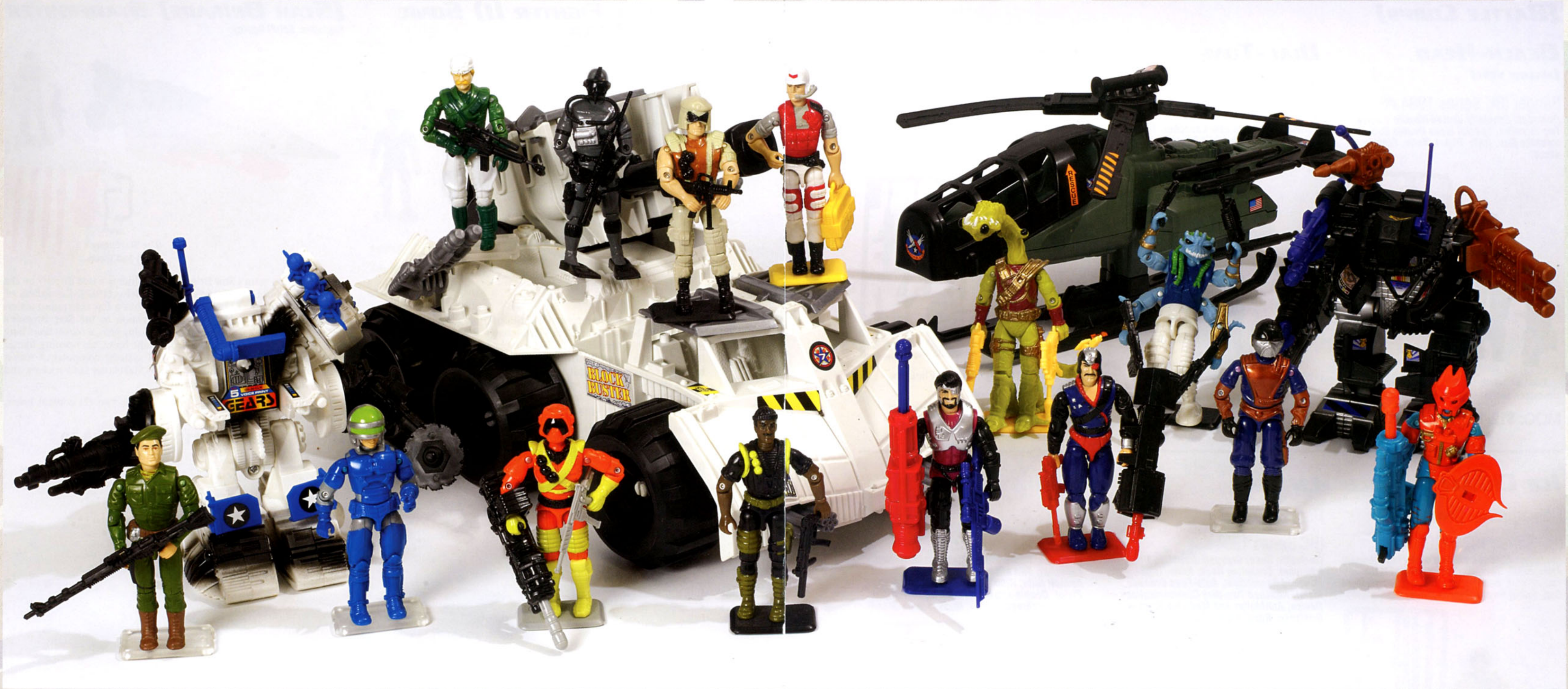
Mail-Away Exclusive



In 1993, Sgt. Slaughter's Triple "T" (1986) was offered as a mail-away vehicle via Hasbro Direct. This rare mail-away version of the Triple "T" was molded in a brighter white body, with orange-colored guns and missiles (as opposed to the original's dull white vehicle shell with black guns and missiles).

This version of the Triple "T" is prized by "completionists"--those G.I. Joe collectors who feel it necessary to obtain one of each and every piece to the vintage G.I. Joe line O-8. The Tag Team Terminator's easily lost pieces include its engine cover and two (2) orange missiles.

Mint in Mailer Baggie: **$35-45**, MLC: **$15-18**



Series XIII 1994

The 1994 series of Hasbro's G.I. Joe line of figures and vehicles marked the swan song of the "vintage" generation of 3 3/4" G.I. Joe toys, yet Series XIII is a bit complicated to reveal to collectors, because of packaging changes made to the Battle Corps sub-team during the course of the year. In Series XIII, Many MOC 1994 Battle Corps figures released early in the year came with "regular-sized" rectangular file cards (#'s 1-7), while those released later in the assortment (#'s 8-13) were available with two different versions of MOC packaging--card backs with standard, rectangular, regular-sized file cards, or card backs with alternate, "baseball card-sized" file cards (a dossier size quite unpopular with collectors). The first (earlier-released) version of 1994 Battle Corps packaging features card backs with a *horizontal* G.I. Joe logo--with bordered cards that possess the aforementioned regular-sized file cards--while the second (later-released) version of MOC packaging features cards with a *vertical* G.I. Joe logo--and are non-bordered, with baseball-card sized file cards. The six action figures released on *both* of these two types of packaging are delineated as follows: Ice Cream Soldier (Battle Corps #10), Lifeline (BC#8), Major Bludd (BC#11), Night Creeper Leader (BC#13), Snow Storm (BC#12), and Stalker (BC#9). These six figures are *much* more difficult to find mounted on the earlier card backs with colored borders and regular-sized file cards; therefore these MOC characters command two to three dollars more than those mounted on colorless-bordered cards with baseball-sized file cards.

As an added treat in 1994, the original G.I. Joe, Joseph Colton--a throwback from the 12" vintage G.I. Joe line (ca. 1964)--was released in both 3 ¾″ form and 12" form as two popular mail-away exclusives offered by Hasbro Direct. When the first run of this 12" Joseph Colton figure was completely sold out through Hasbro Direct, eagerly awaiting collectors were eventually treated to a second production run--that of an arctic version of the 12″ Joseph Colton figure (both included the same accessories and battle stand with commemorative plaque which smacked of the vintage 12″ Joes' aesthetic).

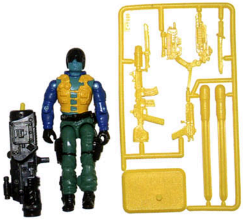
The 1994 series of G.I. Joe toys signaled the end of the vintage line. Regardless, in Series XIII, Hasbro would re-use and re-cast many older action figures' sculpts--with a smattering of new molds--to concoct the 1994 characters and vehicles in order to save on production costs. Unfortunately, nothing Hasbro could do would save the 3 ¾″ G.I. Joe Team, and all the projects that were still in the planning and development stage in 1994 (the 1995 Ninja Commandos, and the more military-themed 1995 Battle Corps figures) were scrapped.

(BATTLE CORPS)

BEACH-HEAD

[YELLOW VEST]

Ranger (BC Series 1994 #6)
(Includes: Specially Vented Missile Blaster, Two Missiles, Special Issue Double Submachine Gun, Rifle, Pistol, Knife, Figure Stand)



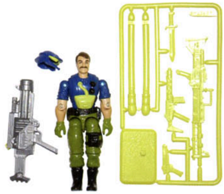
For a much fuller biography of this character, see Beach-Head (1986).

MOC: **$12-18**, MLC: **$6-8**

DIAL-TONE

Communications Expert

(BC Series 1994 #2)
(Includes: Sonic Rocket Launcher, Two Missiles, Fully Automatic Laser Machine Gun, Large Gun, Pistol, Knife, Armor-Plated Helmet, Figure Stand)



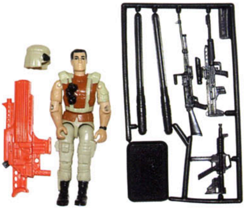
For a longer biography, see Dial-Tone (1986, 1990).

MOC: **$12-18**, MLC: **$6-8**

FLINT

Desert Paratrooper

(BC Series 1994 #1)
(Includes: Sand-Blaster Rocket Launcher, Two Missiles, Rapid-Fire Rifle with Silencer, Long Rifle, Short Rifle, Helmet, Figure Stand)



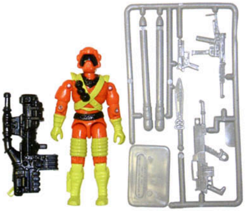
For a fuller biography of Flint, see 1985, 1988, and 1991.

MOC: **$12-18**, MLC: **$6-8**

ICE CREAM SOLDIER

Flamethrower Commando

(BC Series 1994 #10)
(Includes: Rocket Launcher with Flamethrower Attachment, Two Missiles, Standard Issue 9mm Pistol, Small Flamethrower, Submachine Gun, Small Sword, Figure Stand)

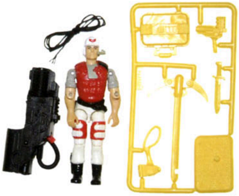


MOC: **$12-18**, MLC: **$6-8**

LIFELINE

Rescue Trooper

(BC Series 1994 #8)
(Includes: Super Charged Grappling Hook Launcher, Grappling Hook, Knife, High-Powered Searchlight, Auto-Feed Grenade Pistol, Attached Two-Way Communications Device, Antibiotics and Medicine Storage Briefcase, Rope, Figure Stand)



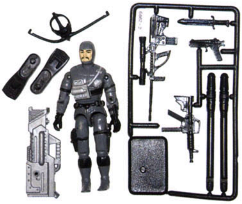
For a fuller biography of the character, see Lifeline 1986, 1988.

MOC: **$12-18**, MLC: **$6-8**

SHIPWRECK

Navy S.E.A.L.

(BC Series 1994 #3)
(Includes: Hydro-Blaster Underwater Rocket Launcher, Two Missiles, Two Flippers, Naval Assault Rifle, Rifle, Standard Issue Navy Pistol, Double-Edged Serrated Combat Knife, Oxygen Rebreather Unit, Mask, Figure Stand)



For collectors who want a fuller dossier for this character, see Shipwreck, 1985.

MOC: **$12-18**, MLC: **$6-8**

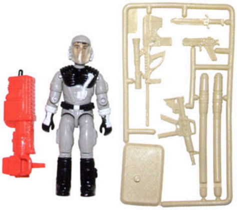
Snow Storm

[Black & White Uniform]

High-Tech Snow Trooper

(BC Series 1994 #12)

(Includes: Missile Firing "Glacier" Gun, Two Missiles, Two Rifles, Pistol, Knife, Figure Stand)



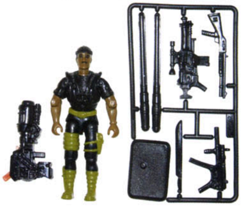
For a fuller biography of this character, see Snow Storm (1993).

MOC: **$12-18**, MLC: **$6-8**

Stalker

Ranger (BC Series 1994 #9)

(Includes: Heat Seeking Missile Launcher, Two Missiles, High-Tech Machine Gun with Targeting Scope, Standard Issue Army Shotgun, Large Rifle, Personalized "Silencer" Machete, Figure Stand)



For a much fuller biography of this character, see Stalker 1982, 1989, 1991.

MOC: **$12-18**, MLC: **$6-8**

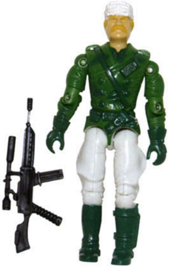
Windchill

Blockbuster Driver

(BC Series 1994 #62)

(Includes: Rapid-Fire Machine Gun)

Included with the Blockbuster.



This is the second version of Windchill, as he was originally included with 1989's Arctic Blast.

MOC: **N/A**, MISBaggie: **$10-15**, MLC: **$5**

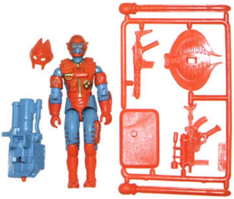
Alley Viper

[Blue & Orange]

Urban Assault Trooper

(Series 1994 # 7)

(Includes: Computerized Missile Launcher with Urban Assault Gun, Two Missiles, Two Rifles, Cobra Laser-Proof Shield, Blast-Proof Trooper Helmet, Adjustable Visor, Figure Stand)



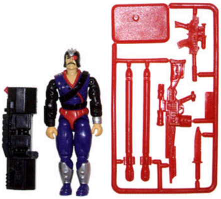
This 1994 version of the Alley Viper is cast in the action figure's traditional colors of blue and orange, while the 1993 version of the figure is rendered in yellow and black. For a fuller biography, see Alley Viper (1989, 1993).

MOC: **$15-22**, MLC: **$8-12**

Major Bludd

Mercenary (Series 1994 #11)

(Includes: Rapid-Fire "Bludd" Launcher, Two Missiles, Short Rifle with Built-In Muzzle, Long Range Sniper Rifle with Scope, "Street-Slash" Viper Knife, Figure Stand)



For a fuller biography of this character, see Major Bludd, 1983, 1992.

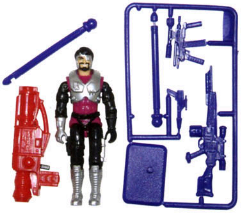
MOC: **$12-18**, MLC: **$6-8**

Metal-Head

Anti-Tank Specialist

(Series 1994 #4)

(Includes: Tank-Blaster, Two Missiles, Long Range Sniper Rifle, Assault Rifle with Infrared Scope, 9mm Pistol with Built-In Silencer, Figure Stand)



For a fuller biography of the character, see Metal-Head (1990).

MOC: **$12-18**, MLC: **$6-8**

NIGHT CREEPER LEADER

[PURPLE & YELLOW]

Cobra Ninja Supreme Master

(Series 1994 #13)

(Includes: Computer Locking "Shock" Gun, Two Missiles, Two Ninja Clan Katana Swords, Large Crossbow, Hand-Held Crossbow, Knife, Shield, Figure Stand)

Collectors will note that that this, the Series XIII version of Battle Corps Night Creeper Leader, is molded with purple and yellow paint applications, while the 1993 version of the Cobra Ninja Supreme Master sports orange and black highlights.

MOC: **$12-18**, MLC: **$6-8**

VIPER

Cobra Infantry Trooper

(Series 1994 #5)

(Includes: Rocket Launching Master-Blaster, Two Missiles, Trident Rifle, LL-66 Long Pistol with Sight, Standard Issue Backup Laser Pistol, Cobra Commando Knife, Figure Stand)

For a fuller biography on this character, see Viper (1986, 1989, 1990).

MOC: **$14-20**, MLC: **$8**

G.I. JOE

(Includes: M-60 Heavy Machine Gun)

Mail-Away Exclusive

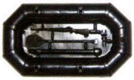
This Hasbro Direct mail-away exclusive was a very popular one for the vintage G.I. Joe line (1982-1994), as collectors could send for the "original" (12") G.I. Joe—General Joseph B. Colton--since he was the first soldier to earn the official code name of G.I. Joe.

Mint in Mailer Baggie: **$18-25**, MLC: **$6-10**

ORIGINAL ACTION TEAM 30TH ANNIVERSARY BOXED SET: G.I. JOE COMMEMORATIVE COLLECTION, 1964-1994

This five-team boxed set of 3 3/4" G.I. Joe action figures was offered by Hasbro to commemorate the G.I. Joe brand's thirtieth anniversary at retail, and as such, included one of each of the original 12" G.I. Joe characters, "America's Moveable Fighting Man": the Action Marine, Action Pilot, Action Pilot Astronaut, Action Sailor, and Action Soldier. Furthermore, the four main figures included within this deluxe boxed set (Action Marine, Action Pilot, Action Sailor, and Action Solider) were also offered as individually-boxed toys—and some of these individually-boxed variations possessed different paint applications, and different colored molding and accessories.

MISB: **$30-35**, MIB: **$25-29,** MLC: (five-team set with space capsule) **$18-24**



ACTION MARINE

Marine Corps Commando

(Includes: M-1 rifle, Backpack, Rocket Launcher, Missile, Paddle, Raft, Raft Mount)

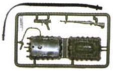
Included with the Original Action Team boxed set, or individually boxed.

Besides being released with the 30th Edition Commemorative Collection: Original Action Team boxed set, Action Marine was also offered individually boxed as well. The Action Marine action figure and its many accessories are the only toys from the Original Action Team that are *exactly* and *precisely* the same--regardless if the character were individually boxed or packaged in the deluxe boxed set.

MISB: (see Original Action Team set, above) **N/A**, MIB: (individually boxed version) **$8-10**, MLC: **$4-6**

ACTION PILOT

[BLUE FLIGHT SUIT]



Air Force Fighter Pilot

(Includes: M-1 rifle, Pistol, Parachute, Parachute Pack, Belt, Oxygen Mask, Helmet)

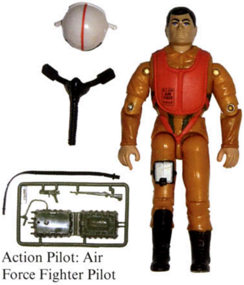
Included with the Original Action Team boxed set.

This "blue flight suit" version of the 3 3/4" Action Pilot indicates that the figure was offered as part of the five-member Original Action Team 30th Anniversary boxed set, not individually boxed. Both the blue flight suit and yellow flight suit versions of the Action Pilot came with the exact same accessories.

MISB: (see Original Action Team set, above) **N/A**, MLC: **$4-6**

ACTION PILOT
[YELLOW FLIGHT SUIT]

Air Force Fighter Pilot
(Includes: M-1 rifle, Pistol, Parachute, Parachute Pack, Belt, Oxygen Mask, Helmet)



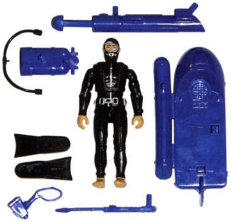
Action Pilot: Air Force Fighter Pilot accessories.

This "yellow flight suit" version of the 3 3/4" Action Pilot indicates that the toy was offered individually boxed. Both this yellow flight suit version and the blue flight suit version of the Action Pilot came with the *exact* same accessories.

MIB: (individually boxed version) **$8-10; MLC: $4-6**

ACTION SAILOR [BLACK WETSUIT, BLUE ACCESSORIES]

Navy Frogman
(Includes: Spear Gun, Two Swim Fins, Oxygen Tanks, Missile Launcher, Missile, Breathing Hose, Searchlight, Two-Piece Sea Sled)



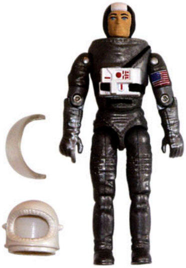
As this particular version of the action figure was an individually-boxed toy (and not included with the Original Action team boxed set), his uniform/wetsuit is black in color with all accessories molded in blue plastic.

(blue accessories) MIB: **$10** (individually boxed), MLC: **$4-6**

ACTION PILOT ASTRONAUT

Air Force Fighter Pilot
(Includes: Helmet, Visor)

Included with the Original Action Team boxed set; with Space Capsule.



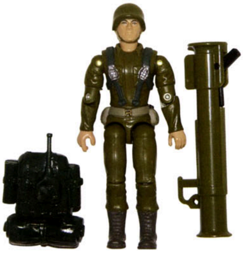
This figure only came with two accessories: a helmet and clear visor. Included with the 30th Edition Commemorative Collection's Original Action Team boxed set, this Action Pilot Astronaut was never individually packaged as were the other members of his five-man team.

MISB: (see Original Action Team set) **N/A**, MLC: (with space capsule) **$6-8;** MLC: (without space capsule) **$4-6**

ACTION SOLDIER
[BLACK OR BROWN ACCESSORIES]

U.S. Army Infantry
(Includes: M-1 rifle, Pistol, Missile, Missile Launcher, Backpack, Five-Piece Brick Wall Unit)

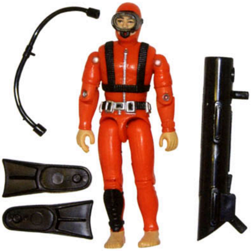
Included with the Original Action Team boxed set (or individually boxed).

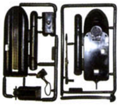


ACTION SAILOR
[ORANGE WETSUIT, BLACK ACCESSORIES]

Navy Frogman
(Includes: Spear Gun, Two Swim Fins, Oxygen Tanks, Missile Launcher, Missile, Breathing Hose, Searchlight, Two-Piece Sea Sled)

Included with the Original Action Team boxed set.

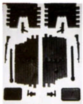




Action Sailor accessories.

The action figure comes replete with appropriate weapons for the figure; this particular version of the figure was included with the 30th Edition Commemorative Collection: Original Action Team boxed set: the toy's wetsuit is orange in color, with all of its accessories molded in black plastic.

(black accessories) MIB: (see Original Action Team set) **N/A**, MLC: **$4-6**



The Action Soldier's accessories: (left) brown plastic--individually boxed; (right) black plastic--Original Action Team.

This action figure was included with both the Original Action Team boxed set and within an individually demarcated box--where the figure itself had no variations--yet the Action Soldier's *accessories* were molded in different colored plastic by Hasbro. The Action Soldier's rifle, pistol, missile, and five-part brick wall were molded in *black* plastic when included in the Original Action Team boxed set, and in *brown* plastic when the toy was individually boxed on its own.

(black accessories) MIB: (see Original Action Team set) **N/A**, MLC: **$4-6 (brown accessories) MIB: $10** (individually boxed), MLC: **$4-6**

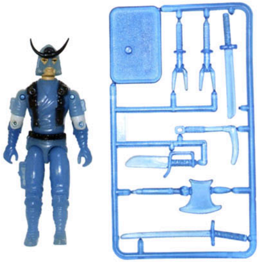
SHADOW NINJAS

The package backs of Hasbro's Shadow Ninjas line reads as follows: "G.I. Joe's elite martial arts commandos now battle Cobra's fiercest fighters with Inviso-Power, turning both forces into the most secretive stealth ninjas the world has ever NOT seen! Also featuring spring-action moves, ninja weapons and specialized accessories!"

BUSHIDO

Snow Ninja (Series 1994 #39)

(Includes: Spring-Action Teisho Punch, Two Swords, Two Dueling Knives, Sickle, Knife, Axe, Figure Stand)



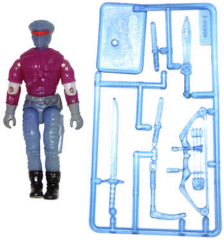
For a fuller biography of this character, see Bushido, 1993.

MOC: **$12-18**, MLC: **$6-8**

NIGHT CREEPER

Cobra Ninja (Series 1994 #42)

(Includes: Spring-Action Creeper Chop, Two Knives, Two Swords, Sickle, Bow, Figure Stand)



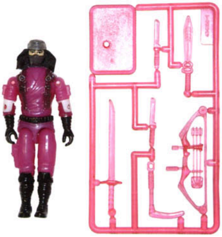
For a fuller dossier on this character, see Night Creeper (1990, 1993).

MOC: **$12-18**, MLC: **$6-8**

NUNCHUK

Nunchaku Ninja (Series 1994 #41)

(Includes: Spring-Action Samurai Slash, Two Swords, Two Knives, Sickle, Bow, Figure Stand)



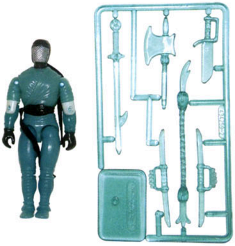
For a fuller biography of Nunchuk, see his 1992 entry.

MOC: **$12-18**, MLC: **$6-8**

SLICE

Cobra Ninja Swordsman (Series 1994 #40)

(Includes: Spring-Action Scorpion Slash, Spear, Sword, Axe, Knife, Two Double-Ended Knives, Figure Stand)



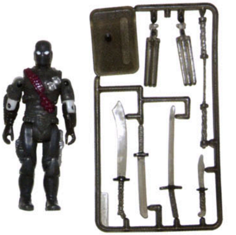
For a fuller biography of this character, see Slice's previous Ninja Force entry in 1992.

MOC: **$12-18**, MLC: **$6-8**

SNAKE EYES

Covert Mission Specialist (Series 1994 #37)

(Includes: Spring-Action Basami Bash, Three Swords, Two Claws, Nunchuks, Knife, Figure Stand)



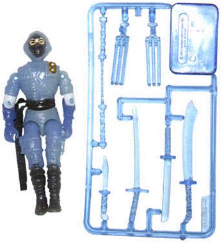
For more information on Snake Eyes, see his fuller entries in 1982, 1985, 1989, 1991, and 1993.

MOC: **$12-18**, MLC: **$6-8**

STORM SHADOW

Shadow Ninja Leader (Series 1994 #38)

(Includes: Spring-Action Scissor Slice, Three Swords, Two Claws, Nunchuks, Knife, Figure Stand)



For a full biography of this important character, see Storm Shadow (1984, 1988, 1992).

MOC: **$12-18**, MLC: **$6-8**

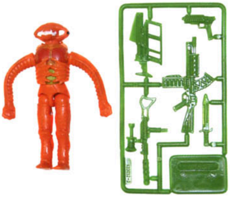
Star Brigade

This latest edition of Star Brigade G.I. Joe Team members and agents of Cobra Command are described as follows on their package backs: "High-tech astronauts race-to-space to protect the universe from Cobra. With specialized space suits, battle action backpacks and shooting weapons, this cosmic clash is hotter than the sun!" Furthermore, Hasbro has now injected the G.I. Joe canon with odd-looking alien characters (listed below as Carcass, Lobotomaxx, and Predacon) for the Lunartix Empire, for: "Star Brigade Lunartix characters are alien bounty hunters that join the galactic battles as they stalk the stars in search of alien or humanoid prey!"

Carcass

Alien Destroyer (Series 1994 #52)

(Includes: Bendable Monster Arms, Four Guns, Knife, Figure Stand)

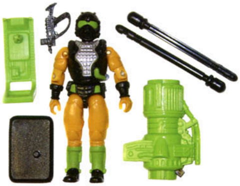


MOC: **$12-18**, MLC: **$8**

Cobra Blackstar

Elite Space Pilot (Series 1994 #25)

(Includes: Missile Firing Blackstar Blaster, Two Missiles, Backpack, Gun, Figure Stand)

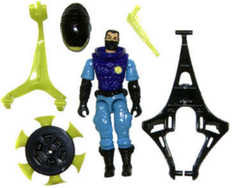


MOC: **$12-18**, MLC: **$6-8**

Cobra Commander

Cobra Supreme Leader (Series 1994 #24)

(Includes: Three-Piece Cobra Space Crawler [Climbing/Assault Harness], Power Lock Helmet, Pistol)



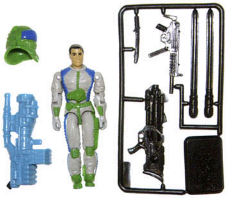
For a fuller biography of this character, see Enemy Leader (or) Cobra Commander (1982, 1984, 1987, 1991, 1992, 1993).

MOC: **$14-18**, MLC: **$8**

Countdown [light gray uniform]

Combat Astronaut (#53)

(Includes: Fazer Gun, Two Missiles, Two Guns, Knife, Pressure Regulated Helmet, Figure Stand)



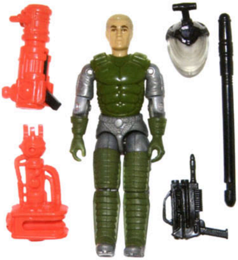
For a fuller biography of this character, see Countdown (1989, 1993).

MOC: **$12-18**, MLC: **$6-8**

Duke

Star Brigade Commander (Series 1994 #21)

(Includes: Back Blaster Rocket Launcher, Missile, Backpack, Helmet, Gun)



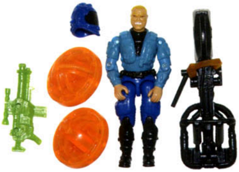
For a fuller biography of this important character, see Duke (1983, 1984, 1988, 1993 [x2]).

MOC: **$12-18**, MLC: **$6-8**

Effects

Explosives Expert (Series 1994 #49)

(Includes: Missile Launcher, Three-Piece Catapult, Two Disks, Oxygen Rebreather Helmet, Rifle, Figure Stand)



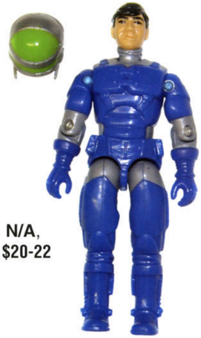
MOC: **$12-18**, MLC: **$6-8**

GEARS

Invention Technician (Series 1994 #60)

(Includes: Helmet)

Included with the G.I. Joe Power Fighter.

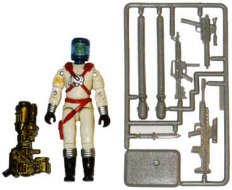


MOC: **N/A**,
MLC: **$20-22**

PAYLOAD [WHITE UNIFORM]

Astro-Pilot (Series 1994 #26)

(Includes: Missile Launching Quasar Gun, Two Missiles, Three Guns, Knife, Figure Stand)



1994's Series XIII Payload was available molded in either a black suit with blue highlights (a re-packaging of his 1993 "Version B" action figure [see his entry in the last chapter] that was placed on a 1994 card back), or the newly-minted Payload in a white suit with a blue helmet, red highlights, and black gloves and boots (the accepted "1994 Star Brigade Payload"). Regardless of the color of the action figure, his accessories in 1994 were molded in silver-gray, and his gold missile launcher came with a black trigger (as opposed to 1993's accessories that were molded in neon orange, with a gold missile launcher that has an orange trigger).

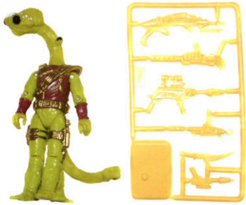
For more information on Payload, see his entries in 1987, 1989, and 1993.

MOC: **$12-18**, MLC: **$6-8**

LOBOTOMAXX

Stellar Explorer (Series 1994 #50)

(Includes: Bendable Neck and Tail, Five Guns, Knife, Figure Stand)

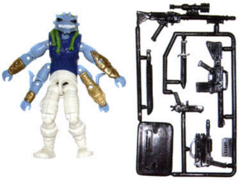


MOC: **$12-18**, MLC: **$8**

PREDACON

Alien Bounty Hunter (Series 1994 #51)

(Includes: Four Guns, Two Knives, Figure Stand)

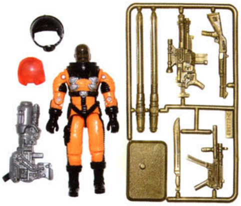


MOC: **$12-18**, MLC: **$8**

ROADBLOCK [ORANGE AND BLACK UNIFORM]

Space Gunner (Series 1994 #27)

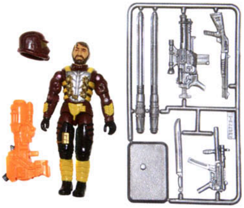
(Includes: Missile Launching Star Blaster, Two Missiles, Three Guns, Machete, Helmet, Figure Stand)



OZONE [CINNAMON OUTFIT]

Astro-Infantry Trooper (Series 1994 #54)

(Includes: Solar Shooter, Two Missiles, Three Guns, Machete, Pressure-Resistant Helmet, Figure Stand)



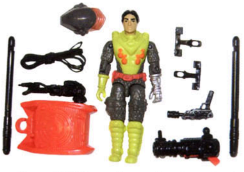
Collectors should note that there were three different versions of this Ozone figure cast over the course of a few short months, so it should be explained that the 1994 Series XIII version of Ozone has a cinnamon-colored outfit with yellow highlights and black gloves and boots; his accessories are silver, while his missile launcher is orange with a black trigger. For a fuller biography on this character, see Ozone's dossiers in 1991, and 1993 (x2).

MOC: **$12-18**, MLC: **$6-8**

SCI-FI

Star Brigade Pilot (Series 1994 #22)

(Includes: Sonic Climbing Backpack/Missile Launcher, Two Missiles, String, Two Weights, Helmet with Internal Rebreather, Pistol)



For a full biography on the character (a former Laser Trooper and Directed Energy Expert) see Sci-Fi 1986, 1991, and 1993.

MOC: **N/A**, MLC: **$8**

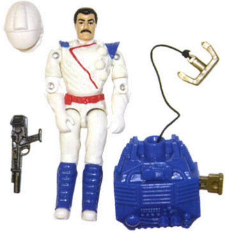
For a fuller biography on this character, see Roadblock (1984, 1987, 1986, 1988, 1992, and 1993).

MOC: **$12-18**, MLC: **$6-8**

SPACE SHOT

Combat Freighter Pilot (Series 1994 #23)

(Includes: Cosmic Climbing Backpack, LX-1 Laser Pistol, Helmet)

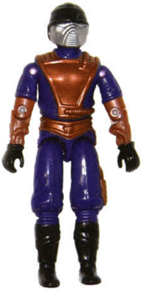


MOC: **$12-18**, MLC: **$8**

TECHNO-VIPER

Cobra Battlefield Technician (Series 1994 #61)

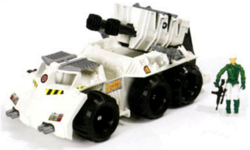
Included with the Cobra Power Fighter.



MOC: **N/A**, MLC: **$20-22**

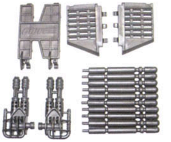
BLOCKBUSTER

(Includes: Windchill figure)



The Blockbuster's specifications read according to its minimally-instructive blueprints as follows, as it possesses the following accoutrements: a double-barreled pom-pom cannon with auto-feeding 10-shot rocket chamber (with secure door), six (6) all-terrain arctic tires, two (2) side-mounted anti-aircraft guns, four (4) smaller front-mounted Gatling guns, ten (10) heat seeking rockets, and two (2) opening armored hatch covers that allow both the Blockbuster's driver and gunner to ride within its cockpit. The G.I. Joe Blockbuster provides the G.I. Joe Team's ground forces some added firepower, and the toy itself--with its ten shot auto-feeding rocket chamber--appeals to both kids and collectors alike ("Push in trigger to activate firing mechanism. Roll vehicle forward to fire rockets from both launcher barrels" [from the package back]).

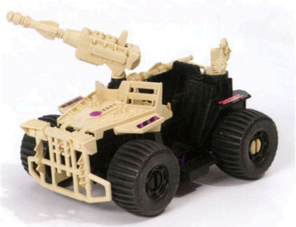
The Blockbuster's easily lost pieces include ten (10) missiles, two (2) cannons, two (2) silver hatch covers, and the rocket chamber's silver cover.



The Blockbuster's easily lost pieces.

MISB: **$45-60**, MIB: **$22-25**, MLC: **$10-12**

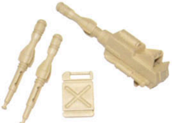
COBRA SCORPION



The Cobra Scorpion comes in two different variations on the secondary market: 1) a black body with tan hood, tan gas can, three (3) missiles, bumper, axle, gun, and missile launcher, or 2) a tan body with black hood, black gas can, three (3) missiles, bumper, axle, gun, and missile launcher. Apart from these two color variations (as neither is more valuable than the other), the Cobra Scorpion has a few interesting action features: a 360° rotating missile launcher that fires three (3) missiles, a pivoting Gatling gun, and fuel-injected V-8 power plant engine, an opening armor plated hood, four desert terrain monster tires, and oasis-mashing front bumper—all to add to Cobra's arsenal. As the vehicle is sand colored, many collectors believe that the Scorpion's neon purple stickers detract to its overall aesthetic effect.

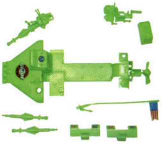
The Scorpion's easily lost pieces include three (3) missiles, gas can, and missile launcher.

MISB: **$25-30**, MIB: **$8-10,** MLC: **$6**

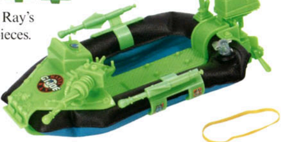


The Scorpion's easily lost pieces.

MANTA RAY



The Manta Ray's easily lost pieces.



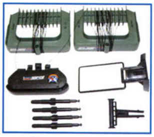
The G.I. Joe Manta Ray is composed of various fragile and loose pieces and parts that assemble to form an inflatable attack raft. With three (3) lock-on torpedoes, a front mounted super-charged torpedo launcher (missile launcher), a control console with dual steering grips, a shark-proof inflatable commando boat (that collectors could inflate by blowing into the nozzle), a (removable) turbo-blast engine with (removable) engine cover, a rubber-band powered razor-sharp wind up speed prop, dual mounted (removable) torpedo racks (with which to mount the Manta Ray's missiles), a beach-blasting reinforced hull section, a flag pole, and a bullet-proof topside (removable) canopy deck, the G.I. Joe Team added to their formidable naval forces with this fearsome craft.

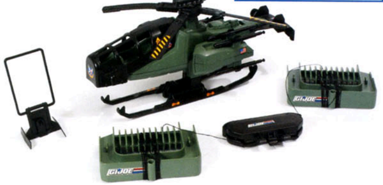
The Manta Ray's easily lost pieces include its three (3) torpedoes, torpedo launcher, hull front and rear, engine and engine cover, rubber band, flag, propeller and propeller shaft (assembled), and two (2) side-mounts for the torpedoes.

MISB: **$25-30**, MIB: **$12-15,** MLC: **$6-8**

RAZOR-BLADE

The Razor-Blade's easily lost pieces.





The G.I. Joe Razor-Blade helicopter is a strange vehicle with a fairly intricate design for a later-edition vintage G.I. Joe vehicle. Regardless of its aesthetics, the aircraft possessed the following accoutrements: turboprop rotor blades, a fast-flow controller's guideway, an opening rocket-proof pilot's canopy, sky slicing tail fins, a removable rocket launcher, specialized landing skids, and four (4) air-to-ground rockets.

Furthermore, the Razor-Blade comes replete with a string, two (2) guidance handles, and a figure rescue backpack that operates as follows: "Hold the handle and pull string tight (with other handle held by friend or parent). Rest pulleys [2] on the string so the Razor-Blade copter glides freely along the string. Now you're ready to slide the Razor-Blade along the string to knock down the enemies or rescue G.I. Joes with the [included] rescue backpack!" (via the toy's attached trolley guideway).

The Razor-Blade's easily lost pieces include two (2) handles with string, trolley to attach to helicopter, four (4) missiles, figure rescue backpack, and rotor blade pivot shaft.

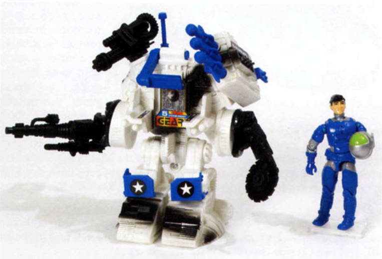
MISB: **$28**, MIB: **$15,** MLC: **$12**

STAR BRIGADE POWER FIGHTERS

The Power Fighter's package backs briefly delineate the function of these inter-stellar battle suits: "The heavily armed Power Fighter units can be classified as one-man Armor-Bots. They greatly enhance a soldier's battle capability when engaging Cobra or alien enemies on any type of terrain. Whether battling among the giant craters of the moon, or scouting treacherous Martian canyons, Power Fighters lead Joe to victory… and beyond!"

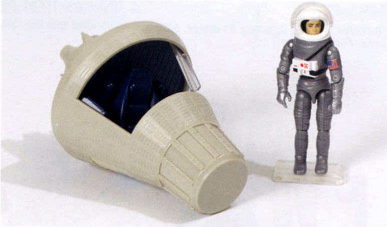
G.I JOE POWER FIGHTER

(Includes: Gears figure)



SPACE CAPSULE (ORIGINAL ACTION TEAM)

(Includes: Action Pilot Astronaut)

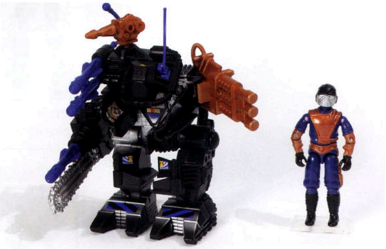


This Space Capsule was packaged with Hasbro's 30th Anniversary G.I. Joe Commemorative Collection's (1964-1994) Original Action Team (five-member) deluxe set.

MIB: (see Original Action Team set) **N/A**, MLC: **$2**

COBRA POWER FIGHTER

(Includes: Techno-Viper figure)



The Cobra Power Fighter is a formidable opponent in space with its many accoutrements: a "Viper" flip-down control cockpit with small purple communications antenna, a larger back-mounted communications antenna, positionable missile launcher with giant chainsaw mechanism (right arm), three (3) purple missiles, all-terrain planetary treads on movable legs (with flip-out knee hatches to hold a pilot figure [Techno-Viper (1994)]), and two (2) laser guns--one smaller (ball-jointed) "Top Cobra" shoulder-mounted modified laser gun and one larger "Side Cobra" modified laser gun as the robot's left arm.

The Cobra Power Fighter's easily lost pieces are its three (3) removable missiles.

MISB: **$40-55+**, MIB: **$25+**, MLC: **$15-18+**

This Power Fighter possesses the following action features: a back-mounted communications antenna, an adjustable flip-down radar/command screen, a pilot command canopy with lock-in knee joints, armor plated body panels, a positionable rocket launcher with firing rocket cluster, a spinning "Slasher" saw (left arm), a rotating machine gun (right arm), a shoulder-mounted Gatling cannon, all terrain planetary treads on movable legs, and two pivoting laser guns (side and top pivoting) to aid the G.I. Joe team in their battles with Cobra Command in outer space.

The removable rocket cluster missile is the G.I. Joe Power Fighter's only easily lost piece.

MISB: **$40-55+**, MIB: **$25+**, MLC: **$15-18+**

DUTY, HONOR, COURAGE, COLLECTING!

This greatly expanded second edition of *The Ultimate Guide to G.I. Joe, 1982-1994*, provides you with complete coverage and current values for every figure with its weapons, every vehicle with its easily lost pieces and each and every accessory created for this amazing line. Along with a Foreword by Larry Hama, author of the Marvel comic book series and the original G.I. Joe file cards, no other book gives you the depth of details about this revolutionary line of toys like this exciting and innovative reference.

Whether you are a hard-core collector or simply a fan of fun toys, know that equipped with *The Ultimate Guide to GI Joe, 1982-1994*, you'll be armed with the finest reference book on the market. Yo Joe!

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Charged with the Sisyphean task of separating a consensus of subjective reality from the welter of adrenaline-tinged impressions that are mostly all that emerges from the fog of war, SGT. ARCHIVE struggles valiantly to be a conditionally objective amanuensis, or at the very least, a fly on the wall with a half-decent memory.

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